
Subject: f_gm to w_

Posted by [ErroR](#) on Fri, 03 Oct 2008 13:40:46 GMT

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Is there any way to change f_gm (first person) weapon models to w_ (world) so they look higher quality?

Subject: Re: f_gm to v_

Posted by [R315r4z0r](#) on Fri, 03 Oct 2008 17:49:09 GMT

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I'm going to guess and say simply copy the first person models and rename them to the 3rd person models, but I wouldn't really know for certain.

Subject: Re: f_gm to v_

Posted by [Canadacdn](#) on Fri, 03 Oct 2008 17:59:01 GMT

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Well, for one thing, V_ is the format used for vehicles, W_ is used for third person weapon models. Anyway, it's possible to replace third person weapon models with first person ones. Just import the f_gm_ model into GMAX and retexture it. Then, delete the first person bones, add the third person bones and export.

Subject: Re: f_gm to v_

Posted by [EA-DamageEverything](#) on Sat, 04 Oct 2008 02:10:49 GMT

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R315r4z0r wrote on Fri, 03 October 2008 19:49...simply copy the first person models and rename them to the 3rd person modelsNo, because it would produce crap. Use Canadas' tutorial.

Subject: Re: f_gm to v_

Posted by [R315r4z0r](#) on Sat, 04 Oct 2008 03:05:17 GMT

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R315r4z0r wrote on Fri, 03 October 2008 13:49 but I wouldn't really know for certain.

Subject: Re: f_gm to v_

Posted by [ErroR](#) on Sat, 04 Oct 2008 09:50:51 GMT

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Canadacd wrote on Fri, 03 October 2008 20:59 Well, for one thing, V_ is the format used for vehicles, W_ is used for third person weapon models. Anyway, it's possible to replace third person weapon models with first person ones. Just import the f_gm_ model into GMAX and retexture it. Then, delete the first person bones, add the third person bones and export.

hmm i said V_ i ment W_ my bad

Subject: Re: f_gm to v_

Posted by [ErroR](#) on Sat, 04 Oct 2008 09:51:44 GMT

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and i might try but everything i try to do with gmax fails.

Subject: Re: f_gm to w_

Posted by [Veyrdite](#) on Sat, 04 Oct 2008 10:00:47 GMT

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You can't just re-name W3d files. You'll need to rename them and edit their names using a hexeditor.

Subject: Re: f_gm to w_

Posted by [mrÄÅÄz](#) on Sat, 04 Oct 2008 10:59:57 GMT

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I already converted some guns and they look much better

Subject: Re: f_gm to w_

Posted by [ErroR](#) on Sat, 04 Oct 2008 11:39:38 GMT

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can u show some ss mad?

Subject: Re: f_gm to w_

Posted by [mrÄÅÄz](#) on Sat, 04 Oct 2008 12:24:09 GMT

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File Attachments

1) [rifl.jpg](#), downloaded 1054 times



Subject: Re: f_gm to w_
Posted by [Omar007](#) on Sat, 04 Oct 2008 13:32:24 GMT
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Looks great

You should try to make this a update to renegade
I guess a lot of people are willing to download it. (im one)

Subject: Re: f_gm to w_
Posted by [Reaver11](#) on Sat, 04 Oct 2008 13:52:39 GMT
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Mayby if you have all the guns you could send them to TT / ask what they think about it and if they want to put it in the patch(most pc's are strong enough to handle this and a bit more eye candy is good)

(Weaponskins should just work)

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Sat, 04 Oct 2008 14:06:24 GMT
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I thought about saying that. W_ models sucked because there are many ppl ingame so it wount lag but now pople have gud pcs so it won't lag them (much) i wan't them too u are using 3ds max ?

Subject: Re: f_gm to w_
Posted by [Gen_Blacky](#) on Sat, 04 Oct 2008 17:13:18 GMT
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looks the same to me

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Sat, 04 Oct 2008 17:16:53 GMT
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the handle empty space isn't black but most weapons look better

Subject: Re: f_gm to w_
Posted by [R315r4z0r](#) on Sat, 04 Oct 2008 17:36:08 GMT
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Yea, maybe they could include an option to enable/disable such weapon models?

Overall, the Westwood maps are very low poly, changing these weapons would have absolutely

no effect at all on lag.

Subject: Re: f_gm to w_
Posted by [EA-DamageEverything](#) on Sun, 05 Oct 2008 00:46:28 GMT
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I can hardly spot increased quality on mads' picture... it looks standard to me. Really.

Subject: Re: f_gm to w_
Posted by [R315r4z0r](#) on Sun, 05 Oct 2008 01:43:48 GMT
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That's probably because people rarely actually take the time to notice the lower quality models that are currently in use.

Go check in Renegade what the low quality models look like then look at the screen shot again. It is a major improvement.

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Sun, 05 Oct 2008 08:20:53 GMT
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If u could make more and post them would be nice!

Subject: Re: f_gm to w_
Posted by [Gen_Blacky](#) on Sun, 05 Oct 2008 17:33:43 GMT
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try welding each mesh of the gun at .0000001 and then smooth it , looks better in lighting.

Subject: Re: f_gm to w_
Posted by [mrÆÃŞÄ-z](#) on Sun, 05 Oct 2008 20:02:37 GMT
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ErroR wrote on Sun, 05 October 2008 03:20If u could make more and post them would be nice!
no im to lazy

Subject: Re: f_gm to w_
Posted by [Veyrdite](#) on Mon, 06 Oct 2008 00:11:02 GMT
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That looks amazingly better. The rocket-launcher will no-longer have to be a hexagon!

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Mon, 06 Oct 2008 07:44:16 GMT
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madrackz wrote on Sun, 05 October 2008 23:02
ErroR wrote on Sun, 05 October 2008 03:20
If u could make more and post them would be nice!
no im to lazy
at least some please they are so nice

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Mon, 06 Oct 2008 07:45:06 GMT
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And if blacky could try making some too 'cmon

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Tue, 07 Oct 2008 14:26:46 GMT
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Aperantly IT"S DAMN EASY TO DO so here is the roket launcher (i'm having some trouble with gunner's hand positions (and i deleted the top handle) madrakz migh as well share the rifle so i don't have to convert it Screenies in .rar

Subject: Re: f_gm to w_
Posted by [mrÄÊÄŞÄ-z](#) on Tue, 07 Oct 2008 15:37:30 GMT
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Boo, i prefer my guns just learned uvw unwrap

Subject: Re: f_gm to w_
Posted by [Canadacdn](#) on Tue, 07 Oct 2008 18:41:12 GMT
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madrackz wrote on Tue, 07 October 2008 10:37Boo, i prefer my guns just learned uvw unwrap

That pistol's fucking huge! Scale it down a bit!

Subject: Re: f_gm to w_
Posted by [u6795](#) on Tue, 07 Oct 2008 18:42:52 GMT
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Canadacdn wrote on Tue, 07 October 2008 14:41madrackz wrote on Tue, 07 October 2008 10:37Boo, i prefer my guns just learned uvw unwrap

That pistol's fucking huge! Scale it down a bit!
It's clearly a DESERT EAGLE ASSAULT RIFLE.

Subject: Re: f_gm to w_
Posted by [mrÆÃŞÄ-z](#) on Tue, 07 Oct 2008 21:14:20 GMT
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it WAS just big to see how the pistol looks ingame

damn that the renegade engine doesnt support chrom effects :S

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Wed, 08 Oct 2008 17:40:53 GMT
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Ok i haz more forget the old roket launcher i had problem with colors here are some more i converted (without color problems)
Pic,pistol,ramjet,proxy mines,laser rifle,sniper rifle,(sydney),roket launcher (new), auto rifle. (they all use their f_gm skins which are already are in game so none needed)
Have fun
i will release more later

Subject: Re: f_gm to w_
Posted by [samous](#) on Thu, 09 Oct 2008 00:25:43 GMT
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I'm sry, but are these new guns, or just better textured guns.

_____ (guns with diferent textures)(Retexture of the defalt texture)

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Thu, 09 Oct 2008 11:41:48 GMT
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These are the same but better models/textures (Converted from first person to 3rd)

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Thu, 09 Oct 2008 15:14:00 GMT
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One more release includes ALL the weapons *except(chaingun &laser chain gun) i can't convert chain gun, laser chain gun cuz they rotate and i dunno how to animate them to work in game. Also volt auto rifle's electricity is not animated. Includes the _b (back model) of the flechete (only the flechete for now)

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Sat, 11 Oct 2008 16:26:49 GMT
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I have a problem with remote and timed c4s i cna't aim at them (no square) what settings should i use in gmax?

Subject: Re: f_gm to w_
Posted by [Reaver11](#) on Tue, 14 Oct 2008 10:05:46 GMT
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The front of the f_gm_rifl is open.
You have to close it and put a front thing in it.

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Tue, 14 Oct 2008 14:03:21 GMT
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yah i noticed that but i can't make it fit well

Subject: Re: f_gm to w_

Posted by [saberhawk](#) on Tue, 14 Oct 2008 14:53:58 GMT

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madrackz wrote on Tue, 07 October 2008 16:14damn that the renegade engine doesnt support chrom effects :S

LIES. All of it. LIES AND MORE LIES

Subject: Re: f_gm to w_

Posted by [Reaver11](#) on Tue, 14 Oct 2008 16:37:57 GMT

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ErroR wrote on Tue, 14 October 2008 09:03yah i noticed that but i can't make it fit well

Send me the gmax file and I will see what I can do

@ Saberhawk: Can TT mayby use these guns?

Subject: Re: f_gm to w_

Posted by [Canadacdn](#) on Wed, 15 Oct 2008 02:22:08 GMT

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ErroR wrote on Thu, 09 October 2008 10:14One more release includes ALL the weapons *except(chaingun &laser chain gun) i can't convert chain gun, laser chain gun cuz they rotate and i dunno how to animate them to work in game. Also volt auto rifle's electricity is not animated. Includes the _b (back model) of the flechette (only the flechette for now)

Third person weapons are not animated when you fire them. Ever. Also, the Volt Auto Rifle's electricity is not animated, it's simply a scrolling texture.

Subject: Re: f_gm to w_

Posted by [ErroR](#) on Wed, 15 Oct 2008 12:32:11 GMT

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and i have no idea how to make it still have a scrolling texture.

Subject: Re: f_gm to w_

Posted by [Gen_Blacky](#) on Thu, 16 Oct 2008 04:43:14 GMT

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madrackz wrote on Tue, 07 October 2008 16:14it WAS just big to see how the pistol looks ingame

damn that the renegade engine doesnt support chrom effects :S

o but it does , bump map it to make it look like chrome

ErroR wrote on Wed, 15 October 2008 07:32and i have no idea how to make it still have a scrolling texture.

Same mapping type as "UV" except it allows you to make the texture scroll across the map at a speed specified in the arguments box. The Scrolling speed works on 1 unit per second basis. U is for horizontal, positive values move it left while (-) negative values move it right (based on UV mapping coordinates). V is for vertical, positive values move it down while (-) negative values move it up(based on UV mapping coordinates) .

Args:
UPerSec=
VPerSec=

^

got that from how to do folder in public tools look in the public tools folder first, can answer a lot of questions. go under vertex material and change uv to liner offset and use the args to deiced which direction you want

Subject: Re: f_gm to w_
Posted by [mrÄ&Ä\\$Ä-z](#) on Thu, 16 Oct 2008 15:37:40 GMT
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still doesnt look very good :/

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Fri, 17 Oct 2008 17:21:10 GMT
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Here's one more release this time includes all (except for laser chain and chain, c4's, beacons) and the _b models some edited a bit.
<http://files.filefront.com/Newer+wepsrar/;12089139;/fileinfo.html>
But i have some problems i will edit the post and post them tomorrow.

Subject: Re: f_gm to w_
Posted by [Scrin](#) on Sat, 18 Oct 2008 09:06:32 GMT
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ErroR wrote on Fri, 17 October 2008 12:21Here's one more release this time includes all (except

for laser chain and chain, c4's, beacons) and the _b models some edited a bit.
<http://files.filefront.com/Newer+wepsrar/;12082807;/fileinfo.html>
But i have some problems i will edit the post and post them tomorrow.
i must say your high detailed weapons is great, but why you put Di3hardNL's gdi/nod tank emitters into your .rar archive?

by the way, you can get laser chaingun in HD without barrel rotating (just check out current third view and you will see what LC havent that ability)

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Sat, 18 Oct 2008 09:39:42 GMT
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did i ? oops sorry i forgot about them cuz normally i don't have any other w3ds in data so i packed them all i will edit.
Edit: i edited

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Sat, 18 Oct 2008 09:44:28 GMT
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Scrin
by the way, you can get laser chaingun in HD without barrel rotating (just check out current third view and you will see what LC havent that ability)
Yes i saw that but i want it too look better oh well i will make it and upload it later today... one more thing the flechette glass is not transparent in gmax it is (the see-threw option) how do i fix that do i have to make a separate texture for the bullets? (i don't think so but it could be an alternative)

Subject: Re: f_gm to w_
Posted by [Scrin](#) on Sat, 18 Oct 2008 10:11:06 GMT
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ErroR wrote on Sat, 18 October 2008 04:44Scrin
by the way, you can get laser chaingun in HD without barrel rotating (just check out current third view and you will see what LC havent that ability)
Yes i saw that but i want it too look better oh well i will make it and upload it later today... one more thing the flechette glass is not transparent in gmax it is (the see-threw option) how do i fix that do i have to make a separate texture for the bullets? (i don't think so but it could be an alternative)
just create standart window effect in Tib Flec's model and use any reflected tga file for window material (just almost in nod chem trooper head-helm transparent glass)

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Mon, 20 Oct 2008 07:44:19 GMT
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i have a problem with c4's when i throw them my game crashed i don't know why :\ the funny thing is that the proxies work i don't know hwy :S

Subject: Re: f_gm to w_
Posted by [_SSnipe_](#) on Sun, 02 Nov 2008 19:54:59 GMT
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ErroR wrote on Fri, 17 October 2008 10:21Here's one more release this time includes all (except for laser chain and chain, c4's, beacons) and the _b models some edited a bit.
<http://files.filefront.com/Newer+wepsrar/;12089139;/fileinfo.html>
But i have some problems i will edit the post and post them tommorow.
Is link dead? I wanna download it.

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Mon, 03 Nov 2008 07:25:18 GMT
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SSnipe wrote on Sun, 02 November 2008 21:54ErroR wrote on Fri, 17 October 2008 10:21Here's one more release this time includes all (except for laser chain and chain, c4's, beacons) and the _b models some edited a bit.
<http://files.filefront.com/Newer+wepsrar/;12089139;/fileinfo.html>
But i have some problems i will edit the post and post them tommorow.
Is link dead? I wanna download it.No, link works i don't delete my stuff.
I will release a newer one today (with powerup models)

Subject: Re: f_gm to w_
Posted by [Scrin](#) on Tue, 04 Nov 2008 06:27:06 GMT
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ErroR wrote on Mon, 03 November 2008 01:25 (with powerup models)

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Tue, 04 Nov 2008 09:55:10 GMT
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i was a bit busy so i didn't release it yet but the half is ready

Subject: Re: f_gm to w_
Posted by [Gen_Blacky](#) on Wed, 05 Nov 2008 00:37:57 GMT
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did you get the animations to work for the power ups

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Wed, 05 Nov 2008 09:48:40 GMT
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yes, i made them myself

Subject: Re: f_gm to w_
Posted by [Scrin](#) on Wed, 05 Nov 2008 20:30:19 GMT
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ErroR wrote on Wed, 05 November 2008 03:48yes, i made them myself
Well looks like now you got a signature do You??

Subject: Re: f_gm to w_
Posted by [ErroR](#) on Thu, 06 Nov 2008 09:46:25 GMT
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Scrin wrote on Wed, 05 November 2008 22:30ErroR wrote on Wed, 05 November 2008 03:48yes,
i made them myself
Well looks like now you got a signature do You??
I WILL MUHAHAHAHAH

Subject: Re: f_gm to w_
Posted by [Scrin](#) on Thu, 06 Nov 2008 10:47:33 GMT
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ErroR wrote on Thu, 06 November 2008 03:46Scrin wrote on Wed, 05 November 2008
22:30ErroR wrote on Wed, 05 November 2008 03:48yes, i made them myself
Well looks like now you got a signature do You??
I WILL MUHAHAHAHAH
ready, put in account settings
