
Subject: [skin]New Reborn Weapon skins
Posted by [Vancer2](#) on Tue, 23 Dec 2008 19:00:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

these are the shotgun skins and the flamer i made from extracting reborn files With help from
Di3hard =D
removed first photo Becuase i had the Nudy tv in bar >.>

FeedBack would also help me.

Nothing new had to relink images

File Attachments

- 1) [RebornFlamer.rar](#), downloaded 301 times
- 2) [RebornShotgunskin.rar](#), downloaded 371 times
- 3) [ScreenShot07.png](#), downloaded 524 times



Subject: Re: New Reborn Weapon skins
Posted by [Di3HardNL](#) on Tue, 23 Dec 2008 19:08:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good to see you succeeded

Subject: Re: New Reborn Weapon skins
Posted by [LiL KiLLa](#) on Tue, 23 Dec 2008 19:16:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol funny reticle

and really nice work
I'll use both reborn weapons now thx!

[If you want extract all reborn weapons to the
renegade weapons and release them in one pack..
just a idea]

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Tue, 23 Dec 2008 19:19:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cant Forum limits the Size of Files
NEXT UP
Hawkeye sniper,
500, Sniper
Chem spray
and Tiberium Auto Rifle

Subject: Re: New Reborn Weapon skins
Posted by [samous](#) on Tue, 23 Dec 2008 19:20:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://rapidshare.de/>
post here.

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Tue, 23 Dec 2008 19:21:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I got the C4 skins but they too large ill upload them to Rapidshare

Subject: Re: New Reborn Weapon skins
Posted by [samous](#) on Tue, 23 Dec 2008 19:22:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Vancer2 wrote on Tue, 23 December 2008 11:21 I got the C4 skins but they too large ill upload them to Rapidshare

good, i really whant the C4 skins, they are good.

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Tue, 23 Dec 2008 19:23:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://rapidshare.de/files/41198605/RebornC4.rar.html>

Subject: Re: New Reborn Weapon skins
Posted by [LiL KiLLa](#) on Tue, 23 Dec 2008 19:40:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

add the pic of the reborn flamethrower to the topic begin

huh?

Subject: Re: New Reborn Weapon skins
Posted by [ErroR](#) on Tue, 23 Dec 2008 19:56:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

I just wanted to convert the shotgun for me.. guess I don't have to.

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Tue, 23 Dec 2008 20:18:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK HERE THEY ARE THE

500 sniper
Hawkeye sniper rifle
and the lagthrower xD (aka flamerthrower it doesn't really lag, it did in reborn)
oops i forgot to take chemspray picture xD
edited chemspray file it was missing sum shit

If anyone can fix the hand positions on the ChemSpray please feel free to do so. ASk before uploading anywhere else :\

oh ya if anyone knows how to make shotgun eject the shotgun shell i provided in the .rar please tell me

File Attachments

1) [Reborn500snipe.rar](#), downloaded 282 times

- 2) [HawkeyeRifle.rar](#), downloaded 318 times
- 3) [RebornChemspray.rar](#), downloaded 264 times

Subject: Re: New Reborn Weapon skins
Posted by [slosha](#) on Tue, 23 Dec 2008 20:38:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

i downloaded those last 3.. i'll try them out when i get back from work

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Tue, 23 Dec 2008 20:40:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok Tell me what you think ^.^

Subject: Re: New Reborn Weapon skins
Posted by [y2knemo69](#) on Tue, 23 Dec 2008 20:47:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

hawkeye is pretty sweet i got it now thnx

Subject: Re: New Reborn Weapon skins
Posted by [DutchNeon](#) on Tue, 23 Dec 2008 21:07:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Please credit Renardin and/or his mod, when releasing his/their stuff. They worked on the models/textures, and a credit to them would be good.

Just so that they won't stop releasing Betas to the public, and that they just see us as 'thieves' (and with us, I mean the public)

Next to that, looks good! Try getting HUD icons too, and maybe modified PT icons with the new weapons

Subject: Re: New Reborn Weapon skins
Posted by [LiL KiLLa](#) on Tue, 23 Dec 2008 21:20:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

holy shit nice work

make more stuff <33

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Tue, 23 Dec 2008 22:18:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Next is the NoD rifle skin and the Tiberium rifle skin

Subject: Re: New Reborn Weapon skins
Posted by [LiL KiLLa](#) on Tue, 23 Dec 2008 22:20:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

cool <33

can you also add the hud icons for the weapons!?

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Tue, 23 Dec 2008 22:23:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dont know how to make hud icons and stuff like that :\

Subject: Re: New Reborn Weapon skins
Posted by [LiL KiLLa](#) on Tue, 23 Dec 2008 22:26:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

ask Di3Hand.. he will explain it you in few sentences...

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Wed, 24 Dec 2008 00:56:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why cant i make the ROcket launcher
everytime i try and test it Renegade Crashes? wtf
I also made the Nod Automatic Rifle but I changed the nodr.w3d to rifl.w3d help me D:

Subject: Re: New Reborn Weapon skins

Posted by [mrÃ£Ã§Ã·z](#) on Wed, 24 Dec 2008 01:22:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

its w_rifl.W3D, not rifl.W3D

Subject: Re: New Reborn Weapon skins

Posted by [Vancer2](#) on Wed, 24 Dec 2008 01:23:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok I tried Editing the Rocket launcher and i got this wtf did i do wrong :\

oh yeah dont dextract the rifle files they will crash ur renegade they are there to help me solve a problem D: They were all originaly named with nodr.w3d but i changed them to rifl_w3d

File Attachments

1) [NodRifle.rar](#), downloaded 208 times

Subject: Re: New Reborn Weapon skins

Posted by [GEORGE ZIMMER](#) on Wed, 24 Dec 2008 01:24:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

First person hand positions are different. You'd need to probably edit the model or something.

Subject: Re: New Reborn Weapon skins

Posted by [Vancer2](#) on Wed, 24 Dec 2008 01:26:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

??? I dont know how i just extracted from Reborn always.dat and did some renaming thats all

but in the mean time have fun with the "oh so cool GDI reborn Rifle :D"

File Attachments

1) [GDIRIFLE.rar](#), downloaded 268 times

Subject: Re: New Reborn Weapon skins

Posted by [ErroR](#) on Wed, 24 Dec 2008 09:28:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here's the nod rifle (don't rename the .dds the model uses the reborn .dds name) and renaming the weapons won't change anything because u have to "rename the files from the inside" aka hex edit.. did u notice that the name inside w3d viewer remained the same?

will do the gdi rifle now.. but keep in mind that u can use only 1 rifle for both teams.. unless u have a mod and custom objects ddb
EDIT: Oh wait the gdi one works

File Attachments

1) [Nod Rifle.rar](#), downloaded 194 times

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Wed, 24 Dec 2008 14:27:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I alrdy did the GDI Rifle But thx But does the nod rifle have the reload animations????

Subject: Re: New Reborn Weapon skins
Posted by [ErroR](#) on Wed, 24 Dec 2008 15:18:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

it does if it has the f_ha and f_ga (i think only the ga is needed) and it still hold the rifle a bit different

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Wed, 24 Dec 2008 16:27:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now to try and get that rocket launcher fixed :\ Ill upload ss of what it looks like now :\

Subject: Re: New Reborn Weapon skins
Posted by [DeathC200](#) on Wed, 24 Dec 2008 16:38:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

download complete well use them in the near feature

Subject: Re: New Reborn Weapon skins
Posted by [LiL KiLLa](#) on Wed, 24 Dec 2008 17:02:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

you could add the reborn repairgun

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Wed, 24 Dec 2008 17:13:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

fixed it

Subject: Re: New Reborn Weapon skins
Posted by [R315r4z0r](#) on Wed, 24 Dec 2008 18:35:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

The problem you are having porting the Rocket/Missile launchers is simple.

In Renegade, the Rocket launcher is hip mounted, however in Reborn both the Rocket Launcher and Missile launcher is shoulder mounted.

The weapon positions are different as well as the hand positions, that's why you are getting those errors when you transfer it to Renegade. The reason why you didn't get similar problems with the other weapons is because the weapons you ported from Reborn into Renegade use the same hand positions in both games.

You have to edit the hand position models in first person as well as the weapon's position in level edit in order to get it to work. However, I've never attempted to do so, so I don't know how to do it.

Subject: Re: New Reborn Weapon skins
Posted by [ErroR](#) on Wed, 24 Dec 2008 18:52:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Killaaaaa wrote on Wed, 24 December 2008 19:02you could add the reborn repairgun repair arm. cuz gun sux jk

Subject: Re: New Reborn Weapon skins
Posted by [R315r4z0r](#) on Wed, 24 Dec 2008 18:55:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Repair arm would have the same issues he is having with the Rocket/Missile launchers because it uses a new custom hand position.

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Wed, 24 Dec 2008 20:48:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

how many frames does the rocket reload time take?

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Wed, 24 Dec 2008 21:02:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

nevermind i cant do it Someone else can model the hands its just pissing me off cus the tutorial at renhelp dont help shit

Subject: Re: New Reborn Weapon skins
Posted by [LiL KiLLa](#) on Wed, 24 Dec 2008 21:07:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

yehh let the arms make another rebornweapons

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Wed, 24 Dec 2008 21:09:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

heres the rocket files if you want to edit it
btw ill guess ill go make the chem spy rifle and pistols

File Attachments

1) [Rocket.rar](#), downloaded 201 times

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Wed, 24 Dec 2008 22:19:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rocket skin is open to fixing becuase i have no knoledge of how to make reload animations or editing of Hand positions

Subject: Re: New Reborn Weapon skins
Posted by [ErroR](#) on Thu, 25 Dec 2008 10:43:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

since ur releasing reborn stuff.. here's the gdi beacon

File Attachments

1) [Reborn Gdi Beacon.rar](#), downloaded 169 times

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Sat, 27 Dec 2008 06:26:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

bump

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Sun, 28 Dec 2008 19:37:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK heres the Chameleon sniper rifle
sorry ill upload ss later

File Attachments

1) [chamSniper.rar](#), downloaded 147 times

Subject: Re: New Reborn Weapon skins
Posted by [LiL KiLLa](#) on Sun, 28 Dec 2008 19:43:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol? who asked for a cham sniper rifle o.O

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Sun, 28 Dec 2008 20:15:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

I said i was making it earlier. Read the posts -.-

Subject: Re: New Reborn Weapon skins
Posted by [LiL KiLLa](#) on Sun, 28 Dec 2008 20:17:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol sorry

can you make the pistl and repairgun?

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Sun, 28 Dec 2008 21:33:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

bah Cham sniper doesnt work, Do i need to rename sum files or sumthing :\

Subject: Re: New Reborn Weapon skins

Posted by [ErroR](#) on Mon, 29 Dec 2008 10:23:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Vancer2 wrote on Sun, 28 December 2008 23:33bah Cham sniper doesnt work, Do i need to rename sum files or sumthing :\

and that's where i come in! post it when it's finished

EDIT: here it is, didn't test it the hand positions might be screwed up.

File Attachments

1) [cham.rar](#), downloaded 145 times

Subject: Re: New Reborn Weapon skins

Posted by [slosha](#) on Mon, 29 Dec 2008 19:30:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

the rifle skin is ugly lol

Subject: Re: New Reborn Weapon skins

Posted by [slosha](#) on Mon, 29 Dec 2008 19:33:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Mon, 29 December 2008 04:23Vancer2 wrote on Sun, 28 December 2008 23:33bah Cham sniper doesnt work, Do i need to rename sum files or sumthing :\

and that's where i come in! post it when it's finished

EDIT: here it is, didn't test it the hand positions might be screwed up.

def tryin it out wen i get home from work

Subject: Re: New Reborn Weapon skins

Posted by [pawky](#) on Tue, 30 Dec 2008 01:44:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks for that shotgun skin! It's excellent considering what a ugly crap shotgun Ren has by default...!

Subject: Re: New Reborn Weapon skins

Posted by [ErroR](#) on Tue, 30 Dec 2008 10:33:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

TANKY wrote on Tue, 30 December 2008 03:44Thanks for that shotgun skin! It's excellent considering what a ugly crap shotgun Ren has by default...!

the w_form f_gm looks sexy

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Tue, 30 Dec 2008 17:46:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

I still wish i could make the shotgun eject the shotshell that comes with the Shotgun skin i made. If anyone knows how feel free to tell us how to do it

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Sat, 03 Jan 2009 05:36:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

i could use sum help

Subject: Re: New Reborn Weapon skins
Posted by [Spyder](#) on Tue, 06 Jan 2009 14:17:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can someone please reupload the Proxy C4 model/skins, rapidshit link is screwed...

Subject: Re: New Reborn Weapon skins
Posted by [Vancer2](#) on Thu, 29 Jan 2009 00:26:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

bumpoy IM BACK

Subject: Re: [skin]New Reborn Weapon skins
Posted by [slosha](#) on Thu, 29 Jan 2009 01:32:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

man, a lot of those reborn skins are ugly tbh.. what i'd like to see is some more cod4 weapons

Subject: Re: [skin]New Reborn Weapon skins
Posted by [IAmFenix](#) on Thu, 29 Jan 2009 16:21:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Vancer2 wrote on Tue, 23 December 2008 13:00

these are the shotgun skins and the flamer i made from extracting reborn files With help from Di3hard =D
removed first photo Becuase i had the Nudy tv in bar >.>

FeedBack would also help me.
Change the remote C4, can be used as advantage.
Use NOD's, it's smaller.\
And the rocket's positioning is set for rifle hieght, not Ren's rocket hieght.
Meaning moving the model would be the only fix.

COD4 weapons are copyright protected, sorry there 2GLOCK95
and it would probably be a pain ripping and converting.

Subject: Re: [skin]New Reborn Weapon skins
Posted by [RMCool13](#) on Sun, 01 Feb 2009 15:33:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can someone re-upload the c4 models, Rapid share's link has expired.

Subject: Re: [skin]New Reborn Weapon skins
Posted by [ErroR](#) on Sun, 01 Feb 2009 17:00:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

rapidshare sucks, use filefront

Subject: Re: [skin]New Reborn Weapon skins
Posted by [marcin205](#) on Mon, 02 Feb 2009 00:50:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

can someone make nod cluster missile beacon ?

ps c4 link dead

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Vancer2](#) on Tue, 17 Feb 2009 21:21:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dont mean to sound like a broken record but is there anyone who could make Help me with the shotgun ejecting the shotgun shell and/or the rocket laucher plz? Also i would like to know what i

need to do to replace the hud weapons from reborn into Renegade.
Also i need help getting the Black hand Heavy Sniper rifle. I know i need a hex editor but i dont know what i need to rename?

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Vancer2](#) on Thu, 19 Feb 2009 23:50:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

ZIP FORMAT for those who dont have winrar

File Attachments

- 1) [RebornFlamer.zip](#), downloaded 149 times
- 2) [RebornShotgunskin.zip](#), downloaded 164 times
- 3) [RebornChemspray.zip](#), downloaded 163 times

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Vancer2](#) on Thu, 19 Feb 2009 23:55:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Chaingun and Rail is from Di3Hard earlier work. Im not stealing

cough scrinwarrior* *cough*

ion is not mine ITS ErRors

File Attachments

- 1) [Di3hardNL's Reborn Railgun.zip](#), downloaded 188 times
- 2) [Beacon.zip](#), downloaded 172 times
- 3) [Reborn Chaingun.zip](#), downloaded 180 times
- 4) [Reborn500snipe.zip](#), downloaded 169 times
- 5) [HawkeyeRifle.zip](#), downloaded 175 times

Subject: Re: [skin]New Reborn Weapon skins
Posted by [y2knemo69](#) on Fri, 20 Feb 2009 14:15:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

is there a chance anyone could make the ion beacon white??

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Vancer2](#) on Tue, 24 Feb 2009 21:15:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

How to get Nod heavy Sniper rifle to work??

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Vancer2](#) on Tue, 24 Feb 2009 23:40:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

c4 skins

File Attachments

1) [c4.zip](#), downloaded 230 times

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Vancer2](#) on Wed, 25 Feb 2009 03:18:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [TiberiumAutorifle.rar](#), downloaded 186 times

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Vancer2](#) on Mon, 02 Mar 2009 22:21:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok I am now wanting to get the Hud icons from Reborn. i noticed they have different name. Do I have to rename them to match the ones in Renegade's Always.dat?

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Gen_Blacky](#) on Mon, 02 Mar 2009 23:59:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

think so

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Vancer2](#) on Wed, 11 Mar 2009 00:06:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Heres a replacement for the Ramjet with sounds =D

File Attachments

1) [NHSR.zip](#), downloaded 169 times

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Vancer2](#) on Wed, 11 Mar 2009 00:20:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Heres sounds for it I messd up on the original enjoy :DDDd

File Attachments

- 1) [Ramjet_reload.wav](#), downloaded 170 times
- 2) [Ramjet_fire.wav](#), downloaded 190 times

Subject: Re: [skin]New Reborn Weapon skins
Posted by [y2knemo69](#) on Wed, 11 Mar 2009 21:41:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

any 1 have an ss of the ramjet replacement?

Subject: Re: [skin]New Reborn Weapon skins
Posted by [slosha](#) on Wed, 11 Mar 2009 21:42:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

it's di3hard's reborn rifle.. just scroll down, might be on the next page on the mod release main.

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Vancer2](#) on Wed, 11 Mar 2009 22:04:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well heres the pic of the first one

File Attachments

- 1) [ScreenShot19.png](#), downloaded 402 times



Subject: Re: [skin]New Reborn Weapon skins
Posted by: [Gohax](#) on Thu, 12 Mar 2009 05:03:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah I'm using the hawkeye ramjet model. Honestly one of the best ramjet models to me Plus the sound that comes with it is pretty nice.

Subject: Re: [skin]New Reborn Weapon skins
Posted by: [Vancer2](#) on Fri, 13 Mar 2009 17:05:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

I tried to make the Nuke beacon but it kinda messed up it doesnt show in first person. but it does in third. Honestly I dont know how to make it :S

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Starbuzzz](#) on Fri, 13 Mar 2009 17:53:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

That shotgun rocks man and sounds good too.

Subject: Re: [skin]New Reborn Weapon skins
Posted by [ErroR](#) on Fri, 13 Mar 2009 18:31:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Vancer2 wrote on Fri, 13 March 2009 19:05I tried to make the Nuke beacon but it kinda messed up it doesnt show in first person. but it does in third. Honestly I dont know how to make it :S because it has to be re-imported in gmax, but it will still be messed up since the nuke has no "open" animation of the nuke

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Vancer2](#) on Sat, 21 Mar 2009 16:52:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dont mean to be annoying but Istill havnt fixed the rocket launcher :\ Could someone fix that and the nod rocket launcher?

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Vancer2](#) on Sat, 25 Apr 2009 03:42:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Scrin](#) on Sat, 25 Apr 2009 05:18:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

original Command & Conquer Renegade's rocket launcher is the best

Subject: Re: [skin]New Reborn Weapon skins

Posted by [mrÃ£Ã§Ã·z](#)

on Sat, 25 Apr 2009 07:59:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Niko "The Lay" wrote on Sat, 25 April 2009 13:18original Command & Conquer Renegade's rocket launcher is the best
Pic?

Subject: Re: [skin]New Reborn Weapon skins

Posted by [Scrin](#) on Sat, 25 Apr 2009 08:06:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Sat, 25 April 2009 09:59Niko "The Lay" wrote on Sat, 25 April 2009 13:18original Command & Conquer Renegade's rocket launcher is the best
Pic?

lol marty, its just standart one
i still use it because i like it

Subject: Re: [skin]New Reborn Weapon skins

Posted by [kill](#) on Sat, 25 Apr 2009 08:08:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

thats cool scrin

Subject: Re: [skin]New Reborn Weapon skins

Posted by [ErroR](#) on Sat, 25 Apr 2009 08:45:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Niko "The Lay" wrote on Sat, 25 April 2009 11:06madrackz wrote on Sat, 25 April 2009 09:59Niko "The Lay" wrote on Sat, 25 April 2009 13:18original Command & Conquer Renegade's rocket launcher is the best
Pic?

lol marty, its just standart one
i still use it because i like it

that's not the original one, that's rxd's pimped roket launcher

Subject: Re: [skin]New Reborn Weapon skins

Posted by [Scrin](#) on Sat, 25 Apr 2009 08:49:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

i talk about the model (texture by slave, no prob)

btw when you going to do some halo weapons converting?

Subject: Re: [skin]New Reborn Weapon skins
Posted by [ErroR](#) on Sat, 25 Apr 2009 08:51:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

i'm kinda busy now.. but i'll still try.. sometime.. maybe today

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Scrin](#) on Sat, 25 Apr 2009 09:07:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Sat, 25 April 2009 03:51i'm kinda busy now.. but i'll still try.. sometime.. maybe today

i can help you with it, pm me if you will get problems

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Tupolev TU-95 Bear](#) on Sat, 25 Apr 2009 15:24:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

uhh nice uhh rocket launcher

Subject: Re: [skin]New Reborn Weapon skins
Posted by [slosha](#) on Mon, 27 Apr 2009 21:07:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Sat, 25 April 2009 03:45Toggle SpoilerNiko "The Lay" wrote on Sat, 25 April 2009 11:06madrackz wrote on Sat, 25 April 2009 09:59Niko "The Lay" wrote on Sat, 25 April 2009 13:18original Command & Conquer Renegade's rocket launcher is the best
Pic?

lol marty, its just standart one
i still use it because i like it

that's not the original one, that's rxd's pimped roket launcher

where can i get this?

Subject: Re: [skin]New Reborn Weapon skins
Posted by [Goobers](#) on Thu, 30 Apr 2009 11:04:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

nice Frisbee

Subject: Re: [skin]New Reborn Weapon skins

Posted by [Dreganius](#) on Fri, 01 May 2009 06:08:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Goobers wrote on Thu, 30 April 2009 21:04nice Frisbee

Subject: Re: [skin]New Reborn Weapon skins

Posted by [Vancer2](#) on Mon, 04 May 2009 20:35:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

you mean this frisbee
