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Subject: [REQUEST] Beta Pistol

Posted by [Kimb](#) on Fri, 11 Sep 2009 21:35:19 GMT

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Hey, so i just wondered if anyone have/can make the beta pistol for me.. i've been messing around the always.dat and found a nice pistol i beleave is the beta one, and i wondered if anyone can help me make it work in renegade :/ i've posted a topic over at renskins but that didnt work out to well, as the texture was to small :/

file: <http://www.mediafire.com/?tz3zmbwrmm1>

image:

(PS. I really dont mind if it only work in 3rd person, since i almost never use first person view)

(also i remeber seeing this in some screenshot over at EA in the HUD, so i guess it worked sometime??)

ive been digging and found this:

look at the HUD epic nice if i can say so

#### File Attachments

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1) [pistol.jpg](#), downloaded 842 times



2) [5\\_lg.jpg](#), downloaded 855 times

MAJOR140 killed ruppe104  
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Money: 505

Subject: Re: [REQUEST] Beta Pistol

Posted by [Reaver11](#) on Sat, 12 Sep 2009 13:49:39 GMT

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Dont worry about the first pistol you have posted Im already working on a remake of it. The seconday pistol has been found in an animation file by Nero.

Its included in my big and evil beta pack.

It is 88 mb of beta stuff including the magazine's and some information. (also check out the gallery at cnc source thats where the magazines and alot more pics are posted)

[http://www.renz0r.net/Renegade\\_Beta\\_Assets\\_pack\\_1.0.zip](http://www.renz0r.net/Renegade_Beta_Assets_pack_1.0.zip)

PS: This is an old version of the pack. (Which doesnt have the beta laser rifle model made by Error and the blacks sniper I made)

And a special goody that every one has been waiting for ^^

Also Im finishing up the beta chemsprayer handpositions and the soon it will be released. I think I will have it finished in a day or two. Which will include a reload and power up animation!

For the rest all I can tell is that a lot of the beta stuff is in recreation

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Subject: Re: [REQUEST] Beta Pistol

Posted by [Tupolev TU-95 Bear](#) on Sat, 12 Sep 2009 13:57:31 GMT

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i dont know wheter the reborn chaingun's hand pos would fit for the chem spray

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Subject: Re: [REQUEST] Beta Pistol

Posted by [Kimb](#) on Sat, 12 Sep 2009 17:00:29 GMT

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Nice when do you think it will be done?

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Subject: Re: [REQUEST] Beta Pistol

Posted by [Reaver11](#) on Sat, 12 Sep 2009 18:23:33 GMT

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Kimb wrote on Sat, 12 September 2009 12:00Nice when do you think it will be done?

Well I cant give you an exact date since atm I will be finishing that chemsprayer first. Atm I'm not on the correct comp to be working on the pistol.

Thing is I suspect it should be easy going since the uvw unwrap is available which means the shape is available. Just some measuring to do.

I will try do do it as fast as possible.

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Subject: Re: [REQUEST] Beta Pistol

Posted by [ErroR](#) on Sat, 12 Sep 2009 18:32:37 GMT

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And Reaver if you look at the 2 ones together, it's not similar, it's the same thing

EDIT: I found the texture too (it's huge), it might have the model, but meh, just model it xD

Note: these are from half life 2 beta

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#### File Attachments

- 1) [familiar.bmp](#), downloaded 385 times
- 2) [texture.PNG](#), downloaded 480 times



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Subject: Re: [REQUEST] Beta Pistol

Posted by [Kimb](#) on Sun, 13 Sep 2009 00:01:54 GMT

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thats fucking awesome, but they gray/blackish color is better

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Subject: Re: [REQUEST] Beta Pistol  
Posted by [ErroR](#) on Sun, 13 Sep 2009 09:13:50 GMT

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ofc it needs some tweetching

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Subject: Re: [REQUEST] Beta Pistol  
Posted by [Reaver11](#) on Sun, 13 Sep 2009 13:03:58 GMT

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The shape is indeed nearly identical except for the top back part. Thats all that is different but I tihnk by combining these town texture we can get a nice texture detail on the pistol!

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Subject: Re: [REQUEST] Beta Pistol  
Posted by [ErroR](#) on Sun, 13 Sep 2009 13:51:28 GMT

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Reaver11 wrote on Sun, 13 September 2009 16:03The shape is indeed nearly identical except for the top back part. Thats all that is different but I tihnk by combining these town texture we can get a nice texture detail on the pistol!  
my thoughts exactly

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