
Subject: [Release]Beta Railgun!
Posted by [Reaver11](#) on Fri, 12 Feb 2010 17:26:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is an older version of the Railgun that never made it to the final game.
It was only posted once on one screenshot.
From that screenshot I have recreated it.
So don't expect it to be a perfect copy.
Since I had to use my imagination on some parts.

To install just unzip the contents for the zip file to your data folder.

Also the gamx files will be released with the new big beta release goodiepack. (If you cant wait to edit it just pm me)

For the people that want to see the old screenshot ->
Toggle Spoiler
Yes the engineer has a red hat and I dont have a clue why lol

So tell me what you guys think of it!
(Updated Firstpersonmodel)

File Attachments

1) [Betarailgun\(reaver\).zip](#), downloaded 166 times

Subject: Re: [Release]Beta Railgun!
Posted by [slosha](#) on Fri, 12 Feb 2010 17:43:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow, a beta gun that actually looks good to me. Nice job, I'll try it out.

Subject: Re: [Release]Beta Railgun!
Posted by [Tupolev TU-95 Bear](#) on Fri, 12 Feb 2010 18:28:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Excellent work . I don't know why we cant make a beta group called RenE3 .

Subject: Re: [Release]Beta Railgun!
Posted by [Sean](#) on Fri, 12 Feb 2010 20:56:40 GMT

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

Very nice.

Subject: Re: [Release]Beta Railgun!
Posted by [Omar007](#) on Fri, 12 Feb 2010 22:15:49 GMT

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

Nicely done indeed
Maybe the texture could be made a little lighter and more metal looking as in the screenie??

Subject: Re: [Release]Beta Railgun!
Posted by [Raptor RSF](#) on Fri, 12 Feb 2010 23:16:07 GMT

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

Wow nice dude! I will try it.

Subject: Re: [Release]Beta Railgun!
Posted by [Sir Kane](#) on Fri, 12 Feb 2010 23:27:09 GMT

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

Looks kind of like that gauss or whatever gun from Half Life. Doesn't look bad, but the texture could use some work.

Subject: Re: [Release]Beta Railgun!
Posted by [Tupolev TU-95 Bear](#) on Fri, 12 Feb 2010 23:44:15 GMT

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

Also it looks like exactly like the beta version (for the back part) as i could see the HUD really closely.

Subject: Re: [Release]Beta Railgun!
Posted by [Reaver11](#) on Sat, 13 Feb 2010 03:28:58 GMT

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

Thank you for your kind comments guys.
I will look into the texture as I can see the handle part isnt that great.

If you guys do have suggestions just say so!

Subject: Re: [Release]Beta Railgun!
Posted by [YazooGang](#) on Sat, 13 Feb 2010 04:19:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Railgun in Mission 2?

Subject: Re: [Release]Beta Railgun!
Posted by [Gen_Blacky](#) on Sat, 13 Feb 2010 05:22:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

cool

Subject: Re: [Release]Beta Railgun!
Posted by [Goztow](#) on Sat, 13 Feb 2010 10:44:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sir Kane wrote on Sat, 13 February 2010 00:27Looks kind of like that gauss or whatever gun from Half Life. Doesn't look bad, but the texture could use some work.
This is as good a compliment you'll ever get from SK! So your work must be really great!

Subject: Re: [Release]Beta Railgun!
Posted by [Sean](#) on Sat, 13 Feb 2010 13:33:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Sat, 13 February 2010 04:44Sir Kane wrote on Sat, 13 February 2010 00:27Looks kind of like that gauss or whatever gun from Half Life. Doesn't look bad, but the texture could use some work.
This is as good a compliment you'll ever get from SK! So your work must be really great!

I noticed that too.

SK being nice? End of Ze world!

Subject: Re: [Release]Beta Railgun!
Posted by [Tupolev TU-95 Bear](#) on Sat, 13 Feb 2010 15:04:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

YazooGang wrote on Sat, 13 February 2010 04:19Railgun in Mission 2?
Yep

Subject: Re: [Release]Beta Railgun!
Posted by [Canadacdn](#) on Sat, 13 Feb 2010 19:03:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks good, but the texturing on the handles looks really stretched out.

Subject: Re: [Release]Beta Railgun!
Posted by [DarkKnight](#) on Sun, 14 Feb 2010 15:41:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow thats really nice.

Subject: Re: [Release]Beta Railgun!
Posted by [Reaver11](#) on Sun, 14 Feb 2010 18:16:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have updated the handles to be less stretchy ->

This version has been attached to the first post!
(Old version removed)

Just replace all the files if you have unzipped it before.
If there are more points of improvement just tell them.

Subject: Re: [Release]Beta Railgun!
Posted by [Gen_Blacky](#) on Sun, 14 Feb 2010 18:30:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

It needs to be unwrapped as one model so it only gets one texture. Do you have 3ds max files for this or it you make it in renx.

Subject: Re: [Release]Beta Railgun!
Posted by [GEORGE ZIMMER](#) on Mon, 15 Feb 2010 03:48:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Still a little stretchy in some parts, but better.

Also, the brown texture should be a dark gray/black.

Subject: Re: [Release]Beta Railgun!
Posted by [Reaver11](#) on Wed, 17 Feb 2010 12:36:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its a Renx file, I will see what I can do texture wise.
But first I will try to get this thing in 3ds.

Easiest way I found yet is to use the tempest(Q3gmax) plugin to save the gmax file as an md3
and the change it into an 3ds via 3D explorer or does anyone have a better way?
Since this screws up meshes that arent a closedshape.

Subject: Re: [Release]Beta Railgun!
Posted by [ErroR](#) on Wed, 17 Feb 2010 14:40:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tried myself to find a way. The easiest one was W3D. Just use the plugin you use for renx in 3ds
max
