
Subject: Renegade Alert Weapons Update: M16A1
Posted by [Sir Phoenixx](#) on Thu, 27 Nov 2003 01:06:20 GMT
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The Allies finally get a new assault rifle. This is the Soviet AK47's counterpart. This M16A1 is around 970 polygons. It's firing modes will be full auto and 3 round burst.

Modeler: Sir Phoenixx
Skinner: Sir Phoenixx

(Yay, first skin completely made by me!)

(The next weapon will be the Soviet Shock Rifle.)

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Jaspah](#) on Thu, 27 Nov 2003 01:10:01 GMT
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Nice!

Could you release those models separate so we can view them in normal Renegade. The current one is ugly.

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Sir Phoenixx](#) on Thu, 27 Nov 2003 01:18:23 GMT
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No, sorry. These weapons are for Renegade Alert. You'll have to download the next version of Renegade Alert to use the M16A1.

Subject: Renegade Alert Weapons Update: M16A1
Posted by [spreegem](#) on Thu, 27 Nov 2003 04:37:16 GMT
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That will be cool to kill people with in RenAlert. Looks good, keep up teh good work RenAlert team, when should the next patch be out?

Subject: Renegade Alert Weapons Update: M16A1
Posted by [YSLMuffins](#) on Thu, 27 Nov 2003 05:07:27 GMT

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AWESOME job!!! :thumbsup:

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Renx](#) on Fri, 28 Nov 2003 02:54:25 GMT

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spreegemThat will be cool to kill people with in RenAlert. Looks good, keep up teh good work RenAlert team, when should the next patch be out?

I'm not on the team, but sumone hinted it could be out by next week

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Sk8rRIMuk](#) on Fri, 28 Nov 2003 09:21:59 GMT

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Looks kool, can't really say much without playing with it in game...

So I can't wait to try it out

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Sir Phoenixx](#) on Fri, 28 Nov 2003 14:38:22 GMT

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It's ingame now, but you'll have to be a little pacient before we post an ingame screenshot.

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Sk8rRIMuk](#) on Fri, 28 Nov 2003 16:13:57 GMT

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Aww but pacience is not my strong point

Still if its Ren Alert I am sure I can wait...

sucks up

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Sir Phoenixx](#) on Sat, 29 Nov 2003 18:10:26 GMT

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Here's a screenshot of the M16A1 idle ingame...

And here's a screenshot of the M16A1 firing ingame...

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Nodbugger](#) on Sat, 29 Nov 2003 21:44:01 GMT
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shouldnt it be auto and single? 3 round burst wasnt around until the m16a2. Nice model though.

edit** plus id make it have a 20 round magazine. 30 round wasnt widely used back with that weapon either.

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Sir Phoenixx](#) on Sat, 29 Nov 2003 23:23:05 GMT
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No it shouldn't, it was already decided that we're giving it auto and 3 round burst.

No one cares what you would make it have. It was already decided that it will use the 30 round magazine.

(And, the 30 round magazine was NEVER used back when the M16A1 was in use (in Vietnam), the 30 round magazine wasn't issued until the M16A2, after Vietnam)

Remember, this is Red Alert, what time a weapon/magazine/etc. was first used has little to do with what the weapons should be. (The M16 wouldn't have come around for another 10-15 years after Red Alert)

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Jaspah](#) on Sun, 30 Nov 2003 01:44:55 GMT
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I'm going to miss single...

Oh well...

Subject: Renegade Alert Weapons Update: M16A1

Posted by [Blazer](#) on Sun, 30 Nov 2003 12:30:16 GMT

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nice!

Subject: Renegade Alert Weapons Update: M16A1

Posted by [Nodbugger](#) on Sun, 30 Nov 2003 18:25:32 GMT

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um the m16 was put into service in 1964. But was ready for service in 1955.

Red Alert only takes place a few eyars before this.

There is no m16 variant with auto and 3 round burst. Its a total waste of ammo. Either single and auto or single and 3 round burst. With this gun and the game id go with auto and single.

and they didnt widely issue the 30 round magazine. The xm117 and carbine versions of the m16 used by special ops had 30 round magazines. They just never gave them to anyone using the m16a1.

Well it makes it kind of stupid.

but the model does look good. skin Looks a little too dirty and scuffed but good.

Subject: Renegade Alert Weapons Update: M16A1

Posted by [Jaspah](#) on Sun, 30 Nov 2003 20:38:49 GMT

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Dude. They already decided. Stop asking them to change it.

Subject: Renegade Alert Weapons Update: M16A1

Posted by [Sir Phoenixx](#) on Sun, 30 Nov 2003 20:54:06 GMT

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Nodbuggerum the m16 was put into service in 1964. But was ready for service in 1955.

The M16 was first put into service in 1968. The very first tests of this new weapon was done in the beginning of 1958. You go by when they first started using it, not when they invented the damn thing.

http://star-spangled.narod.ru/60_nam_m16.htm

Quote:Red Alert only takes place a few eyars before this.

A few years before what? You provided two years (which were wrong).

Red Alert took place between the 40s and 50s, at least 10-15 years or so before the M16 was first put into service.

Quote:There is no m16 variant with auto and 3 round burst. Its a total waste of ammo. Either single and auto or single and 3 round burst. With this gun and the game id go with auto and single.

Yes there is... The Renegade Alert variant. It was already decided that the M16 that we'll include will have auto and 3 round burst.

Quote:and they didnt widely issue the 30 round magazine. The xm117 and carbine versions of the m16 used by special ops had 30 round magazines. They just never gave them to anyone using the m16a1.

"At the same time (circa 1970) the new 30 rounds magazines were introduced into service instead of the original 20 rounds ones, to equal Soviet and Chinese AK-47 assault rifles, which had 30-rounds magazines from the very beginning." - <http://world.guns.ru/assault/as18-e.htm>

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Hydra](#) on Sun, 30 Nov 2003 21:49:15 GMT
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They didn't have tanks that could shoot out electricity, so who the hell cares if they didn't use M16s back then?

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Jaspah](#) on Sun, 30 Nov 2003 21:58:05 GMT
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Exactly. Einstein screwed the whole thing up.

So how do you know?

Subject: Renegade Alert Weapons Update: M16A1
Posted by [OrcaPilot26](#) on Sun, 30 Nov 2003 23:34:37 GMT
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Red Alert has to have taken place in the 60s/70s. Eliminating WWII would have slowed down the advancement of technology.

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Dishman](#) on Mon, 01 Dec 2003 00:06:41 GMT
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If Red Alert DOES infact take place during the 1940's-1950's, it would eliminate the previously concluded discussion of whether the M16 should be used or not, because there would be no M16. However, what would be accurately used (given most advancements had been historically made) would be an AR-10 variant of sorts, which would evolve into the M16 eventually, but it would still be an AR-10. It looks virtually the same, except for the late 1950's issue which had the charging handle "in" the ironsight... <http://world.guns.ru/assault/as16-e.htm>

I don't really think it needs to be debated any further... those who were part of Renegade Realm have seen the effects before... and I'd be happy with an M16 to smote thine enemies with.

Subject: Renegade Alert Weapons Update: M16A1
Posted by [SuperFlyingEngi](#) on Mon, 01 Dec 2003 01:53:25 GMT
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All this debating over near irrelevant things about a game [C&C Red Alert] thats plot is implausible anyway...

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Nodbugger](#) on Mon, 01 Dec 2003 04:05:52 GMT
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i got my dates from colts website....

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Sir Phoenixx](#) on Mon, 01 Dec 2003 14:12:50 GMT
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DishmanIf Red Alert DOES infact take place during the 1940's-1950's, it would eliminate the previously concluded discussion of whether the M16 should be used or not, because there would be no M16. However, what would be accurately used (given most advancements had been historically made) would be an AR-10 variant of sorts, which would evolve into the M16 eventually, but it would still be an AR-10. It looks virtually the same, except for the late 1950's issue which had the charging handle "in" the ironsight... <http://world.guns.ru/assault/as16-e.htm>

I don't really think it needs to be debated any further... those who were part of Renegade Realm have seen the effects before... and I'd be happy with an M16 to smote thine enemies with.

The year the M16 was introduced has nothing to do with when Red Alert could have taken place. It has already been said many times before, Red Alert takes place in an alternate time. There is no debate to it... Red Alert takes place around the 40s - 50s.

If the year(s) Red Alert take place depends on when the technology included in the game were introduced than Red Alert couldn't have happened before the late 1980s... (The Apache Longbow wasn't introduced until around 1986)

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Sir Phoenixx](#) on Mon, 01 Dec 2003 14:18:51 GMT
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OrcaPilot26Red Alert has to have taken place in the 60s/70s. Eliminating WWII would have slowed down the advancement of technology.

WWII wasn't eliminated, it still happened. The only difference is it's the Soviet Union that is trying to take over Europe instead of Germany.

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Sn1per XL](#) on Mon, 01 Dec 2003 17:43:22 GMT
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Woah! thats a really nice model and skin its gonna be really cool to use it in game nice work.

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Sk8rRIMuk](#) on Mon, 01 Dec 2003 19:55:54 GMT
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Come on, it's RenAlert...

The whole beauty is that it does not have to be accurate, maybe in a WWII mod but not RenAlert.

Either way that Owns!

Cant wait to have that baby in my hands popping some sucker off

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Sir Phoenixx](#) on Mon, 01 Dec 2003 20:08:35 GMT
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Exactly... The only thing Renegade Alert has to be accurate to is Red Alert, nothing else.

Quote:

Either way that Owns!

Cant wait to have that baby in my hands popping some sucker off
Don't worry, you'll be killing evil Soviets with the M16 soon...

Subject: Renegade Alert Weapons Update: M16A1
Posted by [CnCsoldier08](#) on Tue, 02 Dec 2003 04:12:50 GMT
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cant wait...do u kno if we can expect 992 b4 x-mas?

Subject: Renegade Alert Weapons Update: M16A1
Posted by [Dishman](#) on Tue, 02 Dec 2003 07:44:10 GMT
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Less prophecy, more models!
