
Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Sat, 09 Sep 2006 17:25:59 GMT
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EDIT: NM renegade is working fine now

I got a present for ya!

Sizing isnt perfect yet, nor are hand positions, and it isnt textured as you can plainly see...but it does fire perfectly straight and as you can see it doesnt look to shitty ingame, cant wait till its textured:-), catch me on AIM merogrivan(sp)

Game doesnt lag either.

File Attachments

1) [Screensnap 01.jpg](#), downloaded 1024 times



XBLADE

NW

EVA

+100
100

Credits: 10013

Time Remaining

2) [Screensnap 02.jpg](#), downloaded 988 times



Tiberium Refinery

WW

EV

+100

100

Credits: 99574

Time Remaining