Subject: Xm8 autorifle replacement
Posted by Urimas on Fri, 13 Jun 2008 14:29:03 GMT
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Ok after 12 hours of work heres the xm8 autorifle replacement enjoy

http://www.fileden.com/files/2007/5/25/1111692/xm8ingame.png
Xm8 animations + textures + sounds
http://www.fileden.com/files/2007/5/25/1111692/xm8.zip
+ heat trail bullets

```
File Attachments
1) bullet.zip, downloaded 158 times
```

Subject: Re: Xm8 autorifle replacement
Posted by _SSnipe_ on Fri, 13 Jun 2008 14:42:55 GMT
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cool gun but not feeling the textures

Subject: Re: Xm8 autorifle replacement
Posted by Urimas on Fri, 13 Jun 2008 15:05:31 GMT
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ok if anyone wants a crack at textureing it here the Gmax file of it

```
File Attachments
1) xm8 wants texture.gmax, downloaded 133 times
```

Subject: Re: Xm8 autorifle replacement
Posted by mrÃ£Ã§Ä·z   on Fri, 13 Jun 2008 15:10:38 GMT
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Nice, can you upload the Bullet Tracer please? it looks hot

Subject: Re: Xm8 autorifle replacement
Posted by GEORGE ZIMMER on Fri, 13 Jun 2008 15:24:36 GMT
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Very nice job, but as said, texture could use some improving. If I had photoshop I'd take a crack at it, but sadly I don't. Also, I suck with anything art related .

But still, glad to see you're still making weapons. HOORAY FOR URIMAS!

Subject: Re: Xm8 autorifle replacement
Posted by Urimas on Fri, 13 Jun 2008 15:46:59 GMT
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ok here are the bullets

```
File Attachments
1) bullet.zip, downloaded 120 times
```

Subject: Re: Xm8 autorifle replacement
Posted by argathol3 on Sat, 14 Jun 2008 00:27:59 GMT
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Good work....are you back to work with us again?

Subject: Re: Xm8 autorifle replacement
Posted by IronWarrior on Sat, 14 Jun 2008 02:21:06 GMT
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Added to Game-Maps.NET with two download options, .exe format and .zip format, the latter also includes the gmax file.

http://www.game-maps.net/index.php?action=file&id=1195

Subject: Re: Xm8 autorifle replacement
Posted by Urimas on Sat, 14 Jun 2008 10:22:23 GMT
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well id prefer the gmax file not included as i dont want just anyone editing it i only added it here so someone can try to skin it.

and im not back for good due to the fact i dont realy like renegade anymore due to its c**p damage system. but i like to still do models.

Subject: Re: Xm8 autorifle replacement
Posted by Starbuzz on Sat, 14 Jun 2008 11:44:54 GMT
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The bullet tracer looks cool but is it allowed?

And great work Urimas!

Subject: Re: Xm8 autorifle replacement
Posted by IronWarrior on Sat, 14 Jun 2008 12:22:53 GMT
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Starbuzz wrote on Sat, 14 June 2008 06:44The bullet tracer looks cool but is it allowed?

And great work Urimas!

Depends on the server.

I remove the gmax file later today.

Subject: Re: Xm8 autorifle replacement
Posted by argathol3 on Wed, 18 Jun 2008 08:18:59 GMT
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You can't see your bullets if your shooting in an orca/apache....kind of a drawback. Maybe my settings are too low though. Any one else notice this?

Subject: Re: Xm8 autorifle replacement
Posted by Goztow on Wed, 18 Jun 2008 10:24:12 GMT
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argathol3 wrote on Wed, 18 June 2008 10:18You can't see your bullets if your shooting in an orca/apache....kind of a drawback. Maybe my settings are too low though. Any one else notice this?
There's a very good reason why there are no bullet trailers in Renegade. Stop cheating, plz, tx.

Subject: Re: Xm8 autorifle replacement
Posted by Muad Dib15 on Wed, 18 Jun 2008 15:28:25 GMT
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better textures pl0x

Subject: Re: Xm8 autorifle replacement
Posted by KristyGirl on Wed, 18 Jun 2008 20:07:29 GMT

Goztow wrote on Wed, 18 June 2008 05:24argathol3 wrote on Wed, 18 June 2008 10:18You can't see your bullets if your shooting in an orca/apache....kind of a drawback. Maybe my settings are too low though. Any one else notice this?
There's a very good reason why there are no bullet trailers in Renegade. Stop cheating, plz, tx.

But there are, I see them in plain sight.

Subject: Re: Xm8 autorifle replacement
Posted by cpjok on Wed, 18 Jun 2008 21:52:49 GMT

nice work

Subject: Re: Xm8 autorifle replacement
Posted by argathol3 on Thu, 19 Jun 2008 06:14:26 GMT

Goztow wrote on Wed, 18 June 2008 05:24argathol3 wrote on Wed, 18 June 2008 10:18You can't see your bullets if your shooting in an orca/apache....kind of a drawback. Maybe my settings are too low though. Any one else notice this?
There's a very good reason why there are no bullet trailers in Renegade. Stop cheating, plz, tx.

...Thimma Bullets show your gunfire. Take a look at pimpmyren skin pack and you will see what I mean. It adds a colored tracer, have a look.

Subject: Re: Xm8 autorifle replacement
Posted by Goztow on Thu, 19 Jun 2008 10:21:55 GMT

Ignore my previous post, plz, I somehow omitted to read the word "orca".

Subject: Re: Xm8 autorifle replacement
Posted by ErroR on Fri, 20 Jun 2008 09:52:30 GMT

OMFG.. nice but the texture not so good maybe try to make it black?
 and if you could give me the gmax file i could try to make a better skin
P.S: Try to model it in Google Sketch up really easy to use and then export as 3ds and import to gmax!