
Subject: [Model] M4A1 Colt

Posted by [mr£\\$Ä-z](#) on Mon, 12 Jan 2009 21:00:38 GMT

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

Hello,

This is my M4A1 Colt Rifle that i have Modeled and Textured. The Texture i got from a Photo that i have cutted. Its the Rifle that will be in my modification "Renegade Battlefield" that im currently working on.

It has an Reflection effect that will make the Rifle look more Realistic (Big Thanks to Di3HardNL for telling me how to do this effect).

Now Enjoy the "Automatic Rifle" Replacement.

Download it here: [Download](#). (or download the file attached to this post, it's the same file)

File Attachments

1) [M4A1_Colt.rar](#), downloaded 186 times

Subject: Re: [Model] M4A1 Colt

Posted by [Nod Guy](#) on Mon, 12 Jan 2009 23:39:47 GMT

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

Are we allowed to post replies?

Anyway it looks good d/l now

Subject: Re: [Model] M4A1 Colt

Posted by [nope.avi](#) on Mon, 12 Jan 2009 23:48:04 GMT

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

Wow, Nice. I'm guessing you were going for the one from css? If so gj

Subject: Re: [Model] M4A1 Colt

Posted by [_SSnipe_](#) on Tue, 13 Jan 2009 00:21:45 GMT

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

I really like that I really want that I really Need that
Hurry

Subject: Re: [Model] M4A1 Colt
Posted by [samous](#) on Tue, 13 Jan 2009 01:40:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

dang, verry realistic. Is this the type they use in current warfare? (if not, whats more common)

=samous

-1/2 said this just b/c i whanted to post in the new forum section, lol.

Subject: Re: [Model] M4A1 Colt
Posted by [_SSnipe_](#) on Tue, 13 Jan 2009 02:17:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

I love it since its one of the most realistic guns and renegade...only thing that kills it is the soldiers hands

Subject: Re: [Model] M4A1 Colt
Posted by [u6795](#) on Tue, 13 Jan 2009 03:04:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not bad. Texture is a little weird, light I'd say, but a good model nonetheless.

Overall I'd give this a 8/10

Subject: Re: [Model] M4A1 Colt
Posted by [Speedy059](#) on Tue, 13 Jan 2009 03:20:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

May I make a folder and upload your mod to <http://renegade.dmehosting.com/Mods/> ?

Or I can give you FTP access. This depository seems to be used quite often still...

Subject: Re: [Model] M4A1 Colt
Posted by [Di3HardNL](#) on Tue, 13 Jan 2009 07:18:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice work! I am going to use this good to see you succeeded to add some reflection.

Could you save as p_rifl.w3d to? Its the model for when someone dies and it drops this rifle Only thing you have to do is add a animation so it spins around

Subject: Re: [Model] M4A1 Colt
Posted by [mr£\\$Ä-z](#) on Tue, 13 Jan 2009 14:51:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks guys, everyone can upload it to theyr site but keep me as the Creator and the other Stuff of my Modification will have the same Graphics

Subject: Re: [Model] M4A1 Colt
Posted by [Killah314](#) on Mon, 19 Jan 2009 04:14:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I cant seem to get it to work. I click on download the file shows up on my desktop its name is M4A1_Colt.rar once I've got that I pull it into my data folder. Then I went ingame to see if it worked and it didn't.

I don't know why this is. But could someone help me figure this out?

I also have this same problem with the replacement repair gun. That is a little farther up on the threads. Should I make a second post for this one?

Thank you,

Killah

Subject: Re: [Model] M4A1 Colt
Posted by [Di3HardNL](#) on Mon, 19 Jan 2009 13:17:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Tue, 13 January 2009 10:28

- I have downloaded something which is packed in some kind of .RAR or .ZIP file, but how do I extract the files out of it so I can use them in Renegade?

Get winrar for free to extract the files. Download winrar [here](#).

<http://www.rarsoft.com/rar/wrar380.exe>

After you have installed winrar, simply RIGHT-click on the downloaded .RAR or .ZIP and select 'unpack files' then select any directory to extract the files to.

Subject: Re: [Model] M4A1 Colt
Posted by [ArtyWh0re](#) on Mon, 19 Jan 2009 14:26:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Killah314 wrote on Sun, 18 January 2009 22:14 I cant seem to get it to work. I click on download the file shows up on my desktop its name is M4A1_Colt.rar once I've got that I pull it into my data folder. Then I went ingame to see if it worked and it didn't.

I don't know why this is. But could someone help me figure this out?

I also have this same problem with the replacement repair gun. That is a little farther up on the threads. Should I make a second post for this one?

Thank you,

Killah

Its an RAR zip folder containing the files that you put in the Renegade data folder. Type rar in Google then you should find an extracting program.

BTW very nice model and skin

Subject: Re: [Model] M4A1 Colt
Posted by [mr£Ä\\$Ä-z](#) on Mon, 19 Jan 2009 15:50:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

I made an Installer for the Gun, you have to open the M4A1.RAR (with WinRAR) and Double click on the M4A1.exe

Subject: Re: [Model] M4A1 Colt
Posted by [Killah314](#) on Mon, 19 Jan 2009 20:22:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you very much. I have it now. It looks great much better than the old m16 I had.

Subject: Re: [Model] M4A1 Colt
Posted by [Killah314](#) on Mon, 19 Jan 2009 20:38:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Um lol more help. I thought I had it. Because I got winrar but lol when I got to the installer. Its in Spahish or something lol translation please.