
Subject: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Sat, 17 Jan 2009 21:41:35 GMT

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I finally finished it, was very lazy, also edited some stuff since the last release added animation on the chem sludge, volt rifle, made beacons, added flashing lights to beacons etc.
some Before/After pics

A big pic containing most of the weps

THIS IS THE LATEST VERSION

- old link removed - I hope it works this time...

- CarrierII (ninja post updater)

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [Reaver11](#) on Sat, 17 Jan 2009 23:41:36 GMT

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Gj dude.

I will download them lateron when I'm at home!

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [R315r4z0r](#) on Sun, 18 Jan 2009 00:43:36 GMT

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I love you

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [DutchNeon](#) on Sun, 18 Jan 2009 03:13:30 GMT

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Looking good (from the screenshots, haven't tried them out yet).

Is it me though, or is the Flamethrower missing the 'spark flame' emitter (right?) to 'ignite' the liquid to a flame? I know its purely a visual thing, but meh

Second, Has the voltgun less 'electricity' in the middle of its rifle, compared to the default voltgun?

Also, are those worldmodels, or are they First person too?

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [YazooGang](#) on Sun, 18 Jan 2009 04:24:02 GMT

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Thats sexy, but epicness of lag... :S

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Sun, 18 Jan 2009 11:03:15 GMT

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they are the models for third person, also include the powerup models

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Sun, 18 Jan 2009 11:11:57 GMT

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also, thanks to reaver for fixing the auto rifle

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Sun, 18 Jan 2009 11:41:15 GMT

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DutchNeon wrote on Sun, 18 January 2009 05:13 Looking good (from the screenshots, haven't tried them out yet).

Is it me though, or is the Flamethrower missing the 'spark flame' emitter (right?) to 'ignite' the liquid to a flame? I know its purely a visual thing, but meh

Second, Has the voltgun less 'electricity' in the middle of its rifle, compared to the default voltgun?

Also, are those worldmodels, or are they First person too?

I can't make the flame right

Also the voltgun electricity moves slower don't know how to change that too

(please merge all 3 posts into 1)

Subject: Re: [Models/Replacements] Higher Definition Weapons
Posted by [Cranberry](#) on Sun, 18 Jan 2009 14:27:39 GMT
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Looking very nice!

Subject: Re: [Models/Replacements] Higher Definition Weapons
Posted by [ArtyWh0re](#) on Mon, 19 Jan 2009 14:16:24 GMT
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Good job, I will download them when I get home

Subject: Re: [Models/Replacements] Higher Definition Weapons
Posted by [ErroR](#) on Mon, 19 Jan 2009 16:10:58 GMT
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it seems i forgot to put the ion beacon model, will put it later

Subject: Re: [Models/Replacements] Higher Definition Weapons
Posted by [ErroR](#) on Mon, 19 Jan 2009 17:35:29 GMT
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Here are the ion and chem (for some reason the old version of the chem was included, new one as in pic)

please edit the first post and add the rar to it

File Attachments

1) [Chem and ion.rar](#), downloaded 187 times

Subject: Re: [Models/Replacements] Higher Definition Weapons
Posted by [pe21789](#) on Mon, 19 Jan 2009 18:15:23 GMT
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omg, HD Weapons for Renegade. Is that a dream?^^

Great Job.

Subject: Re: [Models/Replacements] Higher Definition Weapons
Posted by [slosha](#) on Tue, 20 Jan 2009 04:52:11 GMT

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nice, but they aren't all fully working... they don't show muzzle flash or show that they're recoiling at all

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Tue, 20 Jan 2009 12:55:17 GMT

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2GLOCK9S wrote on Tue, 20 January 2009 06:52 nice, but they aren't all fully working... they don't show muzzle flash or show that they're recoiling at all
i could add muzzle flash, but the recoiling, i have no idea

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Tue, 20 Jan 2009 17:33:57 GMT

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damn it looks like this pack has the older version of my weps.. doesn't have the c4's (cept mines) i will add muzzle flashes and upload the latest pack

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [Gen_Blacky](#) on Wed, 21 Jan 2009 16:56:09 GMT

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why did you make some of them bigger renegade weapons are already huge

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Fri, 23 Jan 2009 14:48:40 GMT

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Gen_Blacky wrote on Wed, 21 January 2009 18:56 why did you make some of them bigger
renegade weapons are already huge
what do you mean bigger? i tried to make them as close as possible (with the transparent version of the old weps as a template) the only thing, ramjet is longer on the back

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [ArtyWh0re](#) on Sat, 24 Jan 2009 17:12:36 GMT

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Ive Noticed that some of the weapons are bigger myself. Its mainly the Ramjet and the PIC. Its amazing that Sydney can hold such a massive gun on her back.

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Sat, 24 Jan 2009 17:26:50 GMT

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ok, then i will scale them down a bit in the next release, i also noticed that this is the previous version (i think i said this) so give some feedback, suggestions, bugs also i think it misses the auto rifle's front muzzle texture, and maybe they ion flash texture.

3rd edit! also ye, you could delete the old one no problem

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [CarrierII](#) on Sat, 24 Jan 2009 18:29:18 GMT

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Old one removed. If you upload your next version, I'll update the link in first post for you.

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Sat, 24 Jan 2009 18:52:37 GMT

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oky ty

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [slosha](#) on Mon, 26 Jan 2009 03:47:51 GMT

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oh thanks now the one with all the other ones is gone.. post the old ones so i can delete all the other ones because they don't show muzzle flash -.-

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Mon, 26 Jan 2009 08:20:22 GMT

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2GLOCK9S wrote on Mon, 26 January 2009 05:47oh thanks now the one with all the other ones is gone.. post the old ones so i can delete all the other ones because they don't show muzzle flash -.-

the didn't have a muzzle flash when i imported them, but i'll add them (maybe i'll add custom muzzle flash)

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [_SSnipe_](#) on Mon, 26 Jan 2009 08:25:46 GMT

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ErroR wrote on Mon, 26 January 2009 00:20 GLOCK9S wrote on Mon, 26 January 2009 05:47 oh thanks now the one with all the other ones is gone.. post the old ones so i can delete all the other ones because they don't show muzzle flash -.-

the didn't have a muzzle flash when i imported them, but i'll add them (maybe i'll add custom muzzle flash)

YOU FINISH! YOU FINISH OR DIE!

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Mon, 26 Jan 2009 13:35:47 GMT

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SSnipe wrote on Mon, 26 January 2009 10:25 ErroR wrote on Mon, 26 January 2009 00:20 GLOCK9S wrote on Mon, 26 January 2009 05:47 oh thanks now the one with all the other ones is gone.. post the old ones so i can delete all the other ones because they don't show muzzle flash -.-

the didn't have a muzzle flash when i imported them, but i'll add them (maybe i'll add custom muzzle flash)

YOU FINISH! YOU FINISH OR DIE!

as i said, i will finish them

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [R315r4z0r](#) on Mon, 26 Jan 2009 22:49:38 GMT

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The "Updated" link in the first post is only for the chem and the ion beacon. The old link with the rest of the weapons was deleted.

I downloaded the old one, and they all seem to work fine to me.

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [CarrierII](#) on Tue, 27 Jan 2009 13:20:07 GMT

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!!!!

I'm not sure what happened there!

Error, can you please reupload the appropriate files? I don't know what happened, it might be my ISP, or me doing moderating work at 1:00 AM but I've made a mistake. Sorry.

Subject: Re: [Models/Replacements] Higher Definition Weapons
Posted by [ErroR](#) on Tue, 27 Jan 2009 14:05:35 GMT
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oky here it is (this one has the chem and ion)

File Attachments

1) [Latest Pack.rar](#), downloaded 272 times

Subject: Re: [Models/Replacements] Higher Definition Weapons
Posted by [ErroR](#) on Tue, 27 Jan 2009 15:59:08 GMT
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guys, should i use this muzzle flash? the original one is boring

File Attachments

1) [muzzleflash.PNG](#), downloaded 345 times



Subject: Re: [Models/Replacements] Higher Definition Weapons
Posted by [slosha](#) on Wed, 28 Jan 2009 02:49:07 GMT
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ErroR wrote on Tue, 27 January 2009 08:05oky here it is (this one has the chem and ion)

thx Error, i really like what you've done. However, my skins don't work. I know the proxy c-4 doesn't work for sure. (Spongebob skin)

Subject: Re: [Models/Replacements] Higher Definition Weapons
Posted by [CarrierII](#) on Wed, 28 Jan 2009 10:46:26 GMT
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Done. It also seems to work on my end...

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Wed, 28 Jan 2009 14:57:11 GMT

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2GLOCK9S wrote on Wed, 28 January 2009 04:49:00
ErroR wrote on Tue, 27 January 2009 08:05:00
oky here it is (this one has the chem and ion)

thx Error, i really like what you've done. However, my skins don't work. I know the proxy c-4 doesn't work for sure. (Spongebob skin)
i will upload all other c4s

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [slosha](#) on Thu, 29 Jan 2009 03:24:34 GMT

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does the auto rifle have muzzle flash in latest version a couple posts above me?

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [R315r4z0r](#) on Thu, 29 Jan 2009 06:11:06 GMT

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2GLOCK9S wrote on Wed, 28 January 2009 22:24:00
does the auto rifle have muzzle flash in latest version a couple posts above me?
It's always had a muzzle flash... at least it does for me. I still have the first version he released.

Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Thu, 29 Jan 2009 14:59:37 GMT

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none of the weapons have a muzzle flash in Gmax except repair gun and rocket launcher (funny how the hl2 crossbow does and others don't)
