Subject: [Weapon Replacement] Renegade Weapon Library
Posted by Gen_Blacky on Fri, 27 Feb 2009 05:41:08 GMT
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Hello boys and girls guess what day it is ? Its Renegade's Birthday Hooray. I have been playing renegade since demo and I have always wanted to improve it ever since i got into modding.

Which makes me proud to release my Renegade Weapon Library. I have remade all the first person models and used the higher detail models for the third person and back models. I am releasing all the gmax files so people can mod there own renegade weapons and get a good under standing how they work.
Now there is a complete renegade weapon asset library besides the animations.

Quote:---------------------------
Renegade Weapon archive V1

Release Date Feb 26, 2009

Credits Gen_Blacky aka Mr.Z

Thanks to Slave for fixing the pic display.
Thanks to Error for saving me time by giving me the c4 and beacon models.

This was a little project I started for a mod so we could easily change the textures and add modifications to the weapons. I mostly did this because it was a great thing to learn in renegade.
Now I know how the renegade weapon system works and can properly Rig new models.
I turned all the first person weapon models into there gmax state.
I took the higher Detailed models and used them in the 3rd person and back models.

Renegade Weapon List

Shotgun
Pistol
Repair Gun
Grenadier
Nuke Beacon
Ion Strike Beacon
C4 Timed
C4 Remote
C4 Proximity
Chain Gun
Rocket Launcher
Volt Rifle
Auto Rifle

Sniper Rifle
Ramjet
Laser Rifle
Laser Chain Gun
Tiberuim Rifle
Tiberuim Fletch Gun
Personal Ion Cannon
Rail Gun
Flame Thrower
Grenade Launcher

Install

Copy all the files from the Higher Detail Weapons folder and put in your renegade data Folder

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Please Report any broken weapon or bugs.

Only know bug is the first person model of the rocket launcher. I will fix it on a later. Someone please upload this to a more permanent spot such as game-maps or any other renegade hosting site. I am planning to fix the 3rd person hand positions so it doesn't look like a character hand is inside the gun but I don't know when I will get around to it.

Here is a Example of what I did if you want more screen shots please ask I didn't want to flood with screen shots.

http://img4.imageshack.us/img4/4022/weps.jpg

If you want the complete library click this link.

http://files.filefront.com/Renegade+Weapon+Libaryrar/;13375297;/fileinfo.html

If you just want the higher detail models click this link.

 http://files.filefront.com/Higher+Detail+Renegade+Wsrar/;13375280;/fileinfo.html

Please leave feed back and remember to post any bugs.

PS. Just Noticed tons of errors in read me but already upload

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by slosha on Fri, 27 Feb 2009 06:05:04 GMT
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yes but will my skins still work? because whoever did this before it didn't let me skin them :S

otherwise nice job!

was it you the made them the first time?

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by Gen_Blacky on Fri, 27 Feb 2009 06:09:37 GMT
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all the weapons use the first person texture so if you have a skin for the first it will work.

Error did

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by slosha on Fri, 27 Feb 2009 06:18:19 GMT
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Gen_Blacky wrote on Fri, 27 February 2009 00:09all the weapons use the first person texture so if
you have a skin for the first it will work.

Error did

i'm guessing that's partly how u got them to look so good

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by slosha on Fri, 27 Feb 2009 06:36:10 GMT
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Chain Gun (not the laser chain gun) does not spin, if it doesn't normally then never mind

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by R315r4z0r on Fri, 27 Feb 2009 06:50:15 GMT
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You said you updated the first person models? I can't really see what you mean from that screen
shot.

Can you make a Before/After screenshot of a weapon so it would be easier to see?

I can't run Renegade on this computer, and the computer that can run it is broken... so I can't exactly download to see for myself.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by slosha on Fri, 27 Feb 2009 06:59:41 GMT
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R315r4z0r wrote on Fri, 27 February 2009 00:50You said you updated the first person models? I can't really see what you mean from that screen shot.

Can you make a Before/After screenshot of a weapon so it would be easier to see?

I can't run Renegade on this computer, and the computer that can run it is broken... so I can't exactly download to see for myself.

the first person textures are made for the 3rd person updates blacky used to create the higher-definition versions of the crappy 3rd person views westwood gave us originally.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by Gen_Blacky on Fri, 27 Feb 2009 07:11:29 GMT
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I remade all the first person models so i could change them for pimped weapons for a mod. there isn't much difference in the first person models besides a few models like the volt , rocket, and repair gun. The volt i just added more electricity stuff in the middle. The rep and rocket i made the muzzle flash external and made them a muzzle and attached it as a aggregate. I hope that clears it up. I also vertex weld most of the guns to get better lighting but it doesn't make much difference.

2GLOCK9S wrote on Fri, 27 February 2009 07:36Chain Gun (not the laser chain gun) does not spin, if it doesn't normally then never mind

First Person it does 3rd person it doesn't.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by IronWarrior on Fri, 27 Feb 2009 16:21:30 GMT
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I'm a little confused on what these files are, skins or just weapon file .gmax files so others can use to mod?

Whatever it is, I be uploading this to Game-Maps.NET sometime today/weekend.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by ErroR on Fri, 27 Feb 2009 16:38:46 GMT
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Gmax files of all weapons (animated i think) also with w3ds

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by Gen_Blacky on Fri, 27 Feb 2009 17:46:04 GMT
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IronWarrior wrote on Fri, 27 February 2009 10:21I'm a little confused on what these files are, skins or just weapon file .gmax files so others can use to mod?

Whatever it is, I be uploading this to Game-Maps.NET sometime today/weekend.

#1 A library of all the weapons in the gmax state. First person , 3rd person , back models. Some of them have the power up models but didn't see why I would need to change them.

#2 All the 3rd person models with the higher detail first person models.

ErroR wrote on Fri, 27 February 2009 10:38Gmax files of all weapons (animated i think) also with w3ds

The flamer is the only one that has all the hand animations , gun animations in there gmax state.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by IronWarrior on Fri, 27 Feb 2009 17:48:27 GMT
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Ah, very nice, I be having this in our modding section than.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by IronWarrior on Sat, 28 Feb 2009 20:30:08 GMT
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Added to Game-Maps.NET

Gen Blacky Higher Detail Renegade Weapons

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http://ren.game-maps.net/index.php?act=view&id=1365

Gen Blacky Renegade Weapon Libary
http://ren.game-maps.net/index.php?act=view&id=1364

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by ErroR on Sat, 28 Feb 2009 20:34:05 GMT
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IronWarrior wrote on Sat, 28 February 2009 22:30Added to Game-Maps.NET

Gen Blacky Higher Detail Renegade Weapons
http://ren.game-maps.net/index.php?act=view&id=1365

u didn't bother to add mine

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by IronWarrior on Sat, 28 Feb 2009 21:58:30 GMT
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ErroR wrote on Sat, 28 February 2009 14:34IronWarrior wrote on Sat, 28 February 2009 22:30Added to Game-Maps.NET

Gen Blacky Higher Detail Renegade Weapons
http://ren.game-maps.net/index.php?act=view&id=1365

u didn't bother to add mine

What, wait, where, link?

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by ErroR on Sat, 28 Feb 2009 22:08:06 GMT
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 http://www.renegadeforums.com/index.php?t=msg&th=31637&start=0&rid=2 3758
but since u have blacky's does not matter   (still didn't update it)

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by Gen_Blacky on Sat, 28 Feb 2009 22:20:45 GMT

Error i added your c4 and beacon models I already did the other weapons.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by ErroR on Sat, 28 Feb 2009 22:23:01 GMT

i know i know (i still have the powerup models)

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by Gen_Blacky on Sat, 28 Feb 2009 23:28:13 GMT

I will add those when i update it

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by DutchNeon on Sun, 01 Mar 2009 02:14:56 GMT

Really nice. I never knew the Auto Rifle was so small, while the Sniper Rifle is so big!

I got some comments on it though.

1. The Auto Rifle is missing its 'front':

2. You added the GDI Volt Rifle shooting color to the middle part of the volt rifle, while it's actually this color:

2 isn't that important, but it's kinda weird if you are playing with Nod's Volt Rifle, as it shoots a different color then GDI's Volt Rifle, while the middle part is 'GDI sided', in terms of color.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by ErroR on Sun, 01 Mar 2009 10:50:54 GMT

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spoiler

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by Gen_Blacky on Sun, 01 Mar 2009 17:18:44 GMT
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Here is the texture to make the volt beam look like normal (red), lol error you still have the mega skin.

Subject: Re: [Weapon Replacement] Renegade Weapon Library

Posted by ErroR on Sun, 01 Mar 2009 17:22:15 GMT
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i don't know what to remove lol lazy to search

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by DutchNeon on Sun, 01 Mar 2009 19:49:22 GMT
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Could it be possible that the weapons in this pack trigger the LOD versions of a lot of things, like vehicles and infantry, faster then normal (as without the weapon pack)?

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by Gen_Blacky on Sun, 01 Mar 2009 19:56:32 GMT
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no l0D in the 3rd person models and just higher detail model

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by DutchNeon on Sun, 01 Mar 2009 20:04:29 GMT
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Hmm weird. I noticed I had more low LOD vehicles and Infantry, while having all the models in my data folder, then usual. The mass Nod was creating could have been the cause though.

Edit: It actually seems to be the cause. I tried a map with bots, and I had hardly any low LoD shotgunners without the weapons. Now after restarting Ren with the weapons in my data folder, most of the shotgunners were now low LOD versions.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by ErroR on Mon, 02 Mar 2009 08:14:45 GMT
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i don't think the first pers models are neccesary, since it's the same, but third are better so yea
For lod:
Go regedit>HKEY_CURRENT_MACHINE>Software>Westwood>Renegade>System settings>
-Static_LOD_Budget (stationary)
        -Dynamic_LOD_Budget (moving)
make the number bigger for less lod

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by DutchNeon on Thu, 05 Mar 2009 08:09:52 GMT
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Found a bug with the Proxy mines:

Proxy Mines aren't targetable nor can you disarm them (Friendly nor Enemy mines) (Friendly mines with Friendly Fire on).

Proxy mines also look really weird from a distance.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by ErroR on Thu, 05 Mar 2009 09:41:15 GMT
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All the c4s
(looks like i'll have to real ease my update, because i had the same problems and fixed them already)

```
File Attachments
1) C4s.rar, downloaded 294 times
```

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by dblaney1 on Wed, 12 Nov 2014 19:38:39 GMT
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Can you repost the download for this. It no longer works. I had this pack at one point but don't have it anymore. Preferably both of the downloads. The full library one and the one that is just the weapon models.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by Lone0001 on Wed, 12 Nov 2014 22:08:37 GMT
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Here ya go, these should be what you're looking for.

  http://downloads.unifiedtech.org/Games/CnC/Renegade/Skins/Weapons/High_Def_Weapons/Higher_Detail__Renegade_Ws.rar

  http://downloads.unifiedtech.org/Games/CnC/Renegade/Skins/Weapons/High_Def_Weapons/Renegade_Weapon_Libary.rar

I've also attached both files to this post.

```
File Attachments
1) Renegade_Weapon_Libary.rar, downloaded 297 times
2) Higher_Detail__Renegade_Ws.rar, downloaded 303 times
```

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by Gen_Blacky on Thu, 13 Nov 2014 00:03:20 GMT
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Ha Lone001 has anything

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by dblaney1 on Thu, 13 Nov 2014 00:34:06 GMT
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Thanks so much.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by Lone0001 on Thu, 13 Nov 2014 03:55:26 GMT
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Gen_Blacky wrote on Wed, 12 November 2014 19:03Ha Lone001 has anything

Almost anything, still trying to get my hands on the more rare/hard to find things.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by Gen_Blacky on Thu, 13 Nov 2014 03:57:24 GMT
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Lone0001 wrote on Wed, 12 November 2014 20:55Gen_Blacky wrote on Wed, 12 November 2014 19:03Ha Lone001 has anything

Almost anything, still trying to get my hands on the more rare/hard to find things.

Like what?

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by Lone0001 on Thu, 13 Nov 2014 04:13:47 GMT
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The source code for many older projects, BlazeRegulator.NET to name one, various random skins and models, but really just about anything I haven't found yet.

EDIT: May have already found the BR.NET thing I was searching for.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by OWA on Mon, 24 Nov 2014 17:00:32 GMT
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Lone0001 wrote on Thu, 13 November 2014 04:13The source code for many older projects, BlazeRegulator.NET to name one, various random skins and models, but really just about anything I haven't found yet.

EDIT: May have already found the BR.NET thing I was searching for.
I have a lot of old random models and skins kicking around. Come and find me sometime and I'll have a dig around.

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by Scrin on Sun, 25 Jan 2015 09:45:51 GMT
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ErroR wrote on Sun, 01 March 2009 03:50spoiler
that pic is so ugly........

Subject: Re: [Weapon Replacement] Renegade Weapon Library
Posted by Gen_Blacky on Sun, 25 Jan 2015 16:50:27 GMT
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Scrin wrote on Sun, 25 January 2015 02:45ErroR wrote on Sun, 01 March 2009 03:50spoiler
that pic is so ugly........

rofl that was hilarious.