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Subject: Model Replacement

Posted by [General Havoc](#) on Thu, 17 Apr 2003 17:17:11 GMT

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Yeah its a feature to stop people cheating (armour.ini) and also to stop major synchronisation errors occuring. Just think if you replaced a hum-vee with a mammoth tanks and then rushed the enemy. It would cause collision errors and the server wouldn't be able to track your position, ulimatly leading to a crash or something to that effect. However some things can be replaced and still be able to use the game online. I'm not sure if this applies to weapons though, the only thing I have tried to replace was tracer\_red.w3d, which is the bullet from the automatic rifle on nod. Taking a guess I would say that you may be able to replace 1st person gun models, projectiles, superweapon animations and any emitters. Thats just a guess, someone may know what you can actually replace.

\_General Havoc

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