

---

Subject: Re: Weapon file names?

Posted by [jamiejrg](#) on Fri, 24 Aug 2007 18:29:05 GMT

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

---

If you understand that the w\_\*\*\*\*.w3d is the 3rd person models the w\_\*\*\*\*\_b.w3d are the back models and the f\_gm\_\*\*\*\*.w3d are the first person models you can find any gun and predict were others will be.

If you are doing work with weapons remember that everything has a meaning.

The f\_ prefix always means first person. Those models/textures will always have something to do with the first person view point.

You will also come across models called f\_cm\_\*\*\*\*. CM stands for clip mesh. Those models are the clips and mags of renegade.

You will also find some f\_ha. The ha stands for hand animations.

And if you want to make your own gun hands there are f\_hm. The hm standing for Hand mesh.

I'm sure i have forgotten a few but it's all pretty easy.

Also, if you are stuck on finding textures for weapons. Open up that weapon in renx. Click on it. Press 'M' to bring up your material menu. Then press the little button the side of the first tab. It says "Get Renegade Material". After that click on pass1 and go to the textures tab. Under the stage 0 heading there will be a name of a file. That's what your looking for.

Jamie

---