

---

Subject: Re: Reborn And Renegade

Posted by [slavik262](#) on Wed, 12 Mar 2008 04:28:37 GMT

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

---

The disc thrower arm is just another firing animation. You can extract all animations, sounds, models, etc. from Reborn's always.dat using XCC mixer. Then just find the name of the file you want to replace, rename the Reborn file to that, and put it in your Renegade data folder.

Side note: New weapons models make RenGuard throw a fit.

---