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Subject: Re: Custom weapons

Posted by [Reaver11](#) on Tue, 25 Mar 2008 06:39:27 GMT

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ErroR wrote on Mon, 24 March 2008 13:47ok i understood all it's actually very easy i made 2 weapons already but i have a question and it's more about skinning i made 2 skins (for 2 weapons) they work fine but original weapons use the same skin so i get my weapon and the original one have the new skin but i want only the custom weapon to have it how do i do that?

(this is just an example)

Say the automatic rifle skins = auto.dds

Your custom weapon uses the same model as the normal autorifle?

And you want only one to have the skin?

There are two options ->

1. You give the automaticrifle another model (download one from the internet)
2. You give your custom weapon a custom model.

As fas as I know it is not possible to have the same texture twice and different on another model

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