
Subject: Re: Inserting Reborn weapons into Renegade
Posted by [IronWarrior](#) on Tue, 29 Apr 2008 01:42:50 GMT
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All you need first is xcc mixer.

Extact all the weapon files from the Reborn always.dat and sort the files needed for a weapon into a folder, once you got them all, drop in the /data, test in game, if something is missing, like a texture, then go find it.

I would release my Reborn weapon files, but due to me being a staff member, the guys want them to be renguard ready as well so can't till that is done.
