Subject: Re: Inserting Reborn weapons into Renegade
Posted by Renardin6 on Mon, 28 Jul 2008 10:17:33 GMT
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slavik262 wrote on Thu, 24 April 2008 17:50I want to put a lot of the Reborn weapons in Renegade just for the fun of playing Rene with the Reborn guns. I want the nod GAU-3 to replace the Renegade assault rifle. I extracted w_nodr.w3d, w_nodr_b.w3d, and f_gm_nodr.w3d from the Reborn always.dat (yes I realize I haven't extracted reload animations and such yet, but I just wanted to test with these three). I renamed them w_rifl.w3d, w_rifl_b.w3d, and f_gm_rifl.w3d respectively, and put them in my Renegade data folder along with w_nod_rifle.dds, which I also extracted form Reborn's always.dat.

When I start Renegade, the second the map finishes loading it crashes. Any help?

The Nod rifle uses a custom animation. The GDI rifle use the renegade one.

The Spas-12 use the Renegade animation and so it is possible for that weapon.