
Subject: Re: HELP please

Posted by [Di3HardNL](#) on Mon, 08 Dec 2008 08:08:26 GMT

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looks like the texture is missing for the hands. Open up f_gm_weaponname.w3d in w3dviewer. Then in 'material' list you can see what textures you need to have in your data. You should find which one it is there.

I would then simply find the original renegade hands texture. I believe it is gdi_wrists or something, I am not sure about that. but if you find it, copy it to your data and RENAME it to the missing texture for that weapon.
