

Subject: Skin that weapon =<
Posted by [Altzan](#) on Sun, 08 Mar 2009 18:23:27 GMT
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I used an existing Quake2 Blaster Model (with skin) for a weapon replacement (pistol). In Gmax I used 'm' and chose the skin (blaster.bmp) and applied it to the new pistol mesh, and it fit perfectly. I put the W3D's and skin into Data, but... the skin doesn't show. I tried converting the bmp to a .dds (DXT1) but I couldn't apply it in Gmax.

Can anyone help me get this skinned?

File Attachments

1) [untitled.JPG](#), downloaded 312 times

