
Subject: skins and mods?

Posted by [idontno33](#) on Wed, 17 Sep 2003 19:20:00 GMT

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when using it will u still be able to use skins and mods even then weapons mods that are in .w3d format? if it doesnt you should make it allow certain names of .w3d files such as w_rifl.w3d & f_gm_rifl.w3d which are used in the M16 rifle mod. And will it work with mods & maps in .pkg ?

will some one please clear these things up???
