
Subject: Re: skins and mods?

Posted by [Griever92](#) on Thu, 18 Sep 2003 15:31:18 GMT

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idontno33when 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???

I think it will mainly be the objects.dbb files, and Player .w3d files, not weapons, as having a weapon model does not mod how the weapon operates or how much damage it gives.

Skins will most likely not be affected as they are not models and cannot resize enemies, they merely "Coat" the model in a different color scheme, plus they are .dbs files, i have no idea if this is true, as i don't know exactly what the Renguard team is doing, but you can bet that your Weapon models and Skins will not be affected.
