Subject: Changing the name of a .w3d model
Posted by Lazy5686 on Fri, 29 Mar 2013 02:15:46 GMT
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So I'm trying to add a new weapon to a map using a model. The problem is the models that I'm using are actually designed as a replacement for the flamethrower and as such carry the same names. I've noticed renaming the models simply breaks them, and I'm assuming this is due to the way they make use of meshes.

How would I go about renaming the 3 files so that they don't replace the flamethrower and I can add them to the map?