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Subject: Powersuit kane/rav

Posted by [AoBfrost](#) on Thu, 26 Apr 2007 21:18:06 GMT

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I have been thinking of this and wanted to do this for a long time, I was thinking of putting the powersuit with a photoshopped texture to be nod and red looking, but on ravshaw or kane, specially kane. I'm wondering, my extracting the w3d files for powersuit and kane/rav's texture, then rename the w3d files to kane/rav's normal w3d model files will they show up ingame with powersuit? Skinning it would be easy, but I didnt know if i had to do anything extra than just extract and rename. And if so, what are the w3d file name for kane and whats the name for the powersuit? I have the texture for the suit already.

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Subject: Re: Powersuit kane/rav

Posted by [Zion](#) on Fri, 27 Apr 2007 07:29:26 GMT

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Yeah, it's as simple as extracting and renaming, then attaching it to the model and exporting it as another. I don't know the name of the w3d file(s) in question but you can easily get them from LE.

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Subject: Re: Powersuit kane/rav

Posted by [AoBfrost](#) on Fri, 27 Apr 2007 19:37:50 GMT

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I found all of the powersuit body and kane's body w3d files, I dont have gmax, they never sent me the code, so i cant really do much there, I really wanted to make a red nod looking powersuit, but one thing i thought of, kane has 1 texture, and no head texture, wouldnt replacing his with the powersuit make his head have no texture?

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