

---

Subject: Inserting Reborn weapons into Renegade  
Posted by [slavik262](#) on Thu, 24 Apr 2008 22:50:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I want to put a lot of the Reborn weapons in Renegade just for the fun of playing Rene with the Reborn guns. I want the nod GAU-3 to replace the Renegade assault rifle. I extracted w\_nodr.w3d, w\_nodr\_b.w3d, and f\_gm\_nodr.w3d from the Reborn always.dat (yes I realize I haven't extracted reload animations and such yet, but I just wanted to test with these three). I renamed them w\_rifl.w3d, w\_rifl\_b.w3d, and f\_gm\_rifl.w3d respectively, and put them in my Renegade data folder along with w\_nod\_rifle.dds, which I also extracted from Reborn's always.dat.

When I start Renegade, the second the map finishes loading it crashes. Any help?

---

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [rrutk](#) on Fri, 25 Apr 2008 01:57:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

maybe, the engine cannot proceed high resolution textures?  
or may be incompatible ammo.ini settings?

---

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [Canadacdn](#) on Fri, 25 Apr 2008 02:08:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You cannot simply rename W3D files. You will have to import them into GMAX and re-export them.

---

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [slavik262](#) on Fri, 25 Apr 2008 02:46:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Shit. I assumed as much. Thanks for the help.

---

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [rrutk](#) on Fri, 25 Apr 2008 11:48:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

well, there are tools, which rename the complete structure of the w3d.

---

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [IAmFenix](#) on Fri, 25 Apr 2008 14:10:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Canadacd wrote on Thu, 24 April 2008 21:08 You cannot simply rename W3D files. You will have to import them into GMAX and re-export them.  
Better yet, get a hex editor and replace nodr with rifl

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [\\_SSnipe\\_](#) on Fri, 25 Apr 2008 14:26:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

doomkid21 wrote on Fri, 25 April 2008 07:10 Canadacd wrote on Thu, 24 April 2008 21:08 You cannot simply rename W3D files. You will have to import them into GMAX and re-export them.  
Better yet, get a hex editor and replace nodr with rifl  
where we get this hex editor? and is that all u do cuase iv been trying to do the same thing

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [Gen\\_Blacky](#) on Fri, 25 Apr 2008 17:43:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

if you don't want to reexport you can set up the gun in level edit with original reborn .w3ds or hex edit the w3d

<http://www.renegadeforums.com/index.php?t=msg&goto=324143&rid=0>

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [IAmFenix](#) on Sat, 26 Apr 2008 00:40:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

SSnipe wrote on Fri, 25 April 2008 09:26  
Better yet, get a hex editor and replace nodr with rifl  
where we get this hex editor? and is that all u do cuase iv been trying to do the same thing[/quote]  
<http://www.chmaas.handshake.de/delphi/freeware/xvi32/xvi32.htm>  
also, google is your friend.

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [Di3HardNL](#) on Mon, 28 Apr 2008 08:00:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So in hexeditor you have to open a .exe file, that has to be game.exe? I would like to know how the program actually works. And how you can replace the .w3d names. Thnks

never mind, its explained in the other topic

---

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [IronWarrior](#) on Mon, 28 Apr 2008 17:16:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Woo hold on people.

You do not have to rename the files for them to work in Renegade, just locate all the files needed for a weapon and just dump them in /data, things like the rifle, pistol, sniper rifles and a dozen more will work fine.

The Reborn only weapons like the uzi will not work, as the file names don't match up, these "Reborn" only weapons will have to be renamed and whatever else.

I been using Reborn weapons in Renegade for like forever.

---

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [\\_SSnipe\\_](#) on Mon, 28 Apr 2008 17:22:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

IronWarrior wrote on Mon, 28 April 2008 10:16Woo hold on people.

You do not have to rename the files for them to work in Renegade, just locate all the files needed for a weapon and just dump them in /data, things like the rifle, pistol, sniper rifles and a dozen more will work fine.

The Reborn only weapons like the uzi will not work, as the file names don't match up, these "Reborn" only weapons will have to be renamed and whatever else.

I been using Reborn weapons in Renegade for like forever.  
then can u give me and everyone else whos been asking how to do it if only one person could show use steps cause me and like many others dont know how to use gmax or renx or hex editor...so please help

---

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [Gen\\_Blacky](#) on Mon, 28 Apr 2008 22:12:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

there a tut on renhelp how to hex edit

---

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [\\_SSnipe\\_](#) on Mon, 28 Apr 2008 22:29:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Gen\_Blacky wrote on Mon, 28 April 2008 15:12there a tut on renhelp how to hex edit  
does not give all detials i cant make heads or tails of whats wat

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [IronWarrior](#) on Tue, 29 Apr 2008 01:42:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

All you need first is xcc mixer.

Extact all the weapon files from the Reborn always.dat and sort the files needed for a weapon into  
a folder, once you got them all, drop in the /data, test in game, if something is missing, like a  
texture, then go find it.

I would release my Reborn weapon files, but due to me being a staff member, the guys want them  
to be renguard ready as well so can't till that is done.

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [Dreganius](#) on Tue, 29 Apr 2008 04:40:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Will try this soon, if it works I'll .zip it for people.

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [\\_SSnipe\\_](#) on Tue, 29 Apr 2008 05:05:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i sitll dont know how to do it

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [Samous Mods](#) on Tue, 29 Apr 2008 06:09:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Karandras wrote on Mon, 28 April 2008 23:40Will try this soon, if it works I'll .zip it for people.  
dont

---

Subject: Re: Inserting Reborn weapons into Renegade

---

Posted by [Apexprimebest](#) on Sat, 19 Jul 2008 19:43:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

So is there any chance to see Reborn guns in Renegade, please, it would be really cool !!!

---

Subject: Re: Inserting Reborn weapons into Renegade

Posted by [mrÃ£Ã§Ã·z](#) on Sat, 19 Jul 2008 19:45:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yes there is

Look at the Weapon Spawners

KLICK

---

Subject: Re: Inserting Reborn weapons into Renegade

Posted by [Apexprimebest](#) on Sat, 19 Jul 2008 19:48:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

So why nobody update's this page, I haven't read whole article, I'm not that good in English, I'm Russian...

---

Subject: Re: Inserting Reborn weapons into Renegade

Posted by [mrÃ£Ã§Ã·z](#) on Sat, 19 Jul 2008 20:08:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

### File Attachments

1) [Chaingun.JPG](#), downloaded 442 times

---



---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [Apexprimebest](#) on Sun, 20 Jul 2008 15:57:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Looking great, but my goal is GAU3 rifle...

---

Subject: Re: Inserting Reborn weapons into Renegade  
Posted by [ErroR](#) on Mon, 21 Jul 2008 09:53:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Apexprimebest wrote on Sun, 20 July 2008 18:57 Looking great, but my goal is GAU3 rifle...  
yay russian i know russian

---

Subject: Re: Inserting Reborn weapons into Renegade

Posted by [Renardin6](#) on Mon, 28 Jul 2008 10:17:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

slavik262 wrote on Thu, 24 April 2008 17:50I want to put a lot of the Reborn weapons in Renegade just for the fun of playing Rene with the Reborn guns. I want the nod GAU-3 to replace the Renegade assault rifle. I extracted w\_nodr.w3d, w\_nodr\_b.w3d, and f\_gm\_nodr.w3d from the Reborn always.dat (yes I realize I haven't extracted reload animations and such yet, but I just wanted to test with these three). I renamed them w\_rifl.w3d, w\_rifl\_b.w3d, and f\_gm\_rifl.w3d respectively, and put them in my Renegade data folder along with w\_nod\_rifle.dds, which I also extracted from Reborn's always.dat.

When I start Renegade, the second the map finishes loading it crashes. Any help?

The Nod rifle uses a custom animation. The GDI rifle use the renegade one.

The Spas-12 use the Renegade animation and so it is possible for that weapon.

---