
Subject: Names..

Posted by [LiL KiLLa](#) on Sun, 30 Nov 2008 18:44:31 GMT

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can someone tell me which .w3d files I need,
to edit the shoteffects of all vehicles and the gunner??

[and the shoteffect from AGT]

Subject: Re: Names..

Posted by [LiL KiLLa](#) on Tue, 02 Dec 2008 19:27:01 GMT

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Subject: Re: Names..

Posted by [Reaver11](#) on Tue, 02 Dec 2008 21:03:21 GMT

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What do you want to edit exactly?

I think you mean the flashes of light? (Muzzleflashes)

The skinfile for the flashes is located just in your always. If I am correct, those muzzle flashes are located inside the vehicle w3d. Which would mean you would have to edit all the vehicles.

Subject: Re: Names..

Posted by [GEORGE ZIMMER](#) on Tue, 02 Dec 2008 21:08:13 GMT

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Open up LE and check out the presets. It'll take some searching, but that's the best way to find out model names of things. Texture names for said model are found by viewing the .w3d model with W3D viewer.

You'll naturally need XCC Mixer or some other .mix extracting program to search always.dat.
