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Subject: Weapon help.

Posted by [cacfs](#) on Fri, 30 Jan 2004 17:56:01 GMT

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How do i make a weapon like the normal renegade pistol work like a different weapon like a rail gun or ramjet rifle?

Also how do i open a .w3d file?

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Subject: Weapon help.

Posted by [gendres](#) on Fri, 30 Jan 2004 18:05:33 GMT

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You can change the settings in Level Edit, then look for objects.ddb in your mod folder and put it in the Renegade/Data folder for the changes to be available in normal Renegade. (You will have to remove it if you want to play online)

W3D can be opened with the W3D Viewer or in RenX with the W3D importer plugin from Dante

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Subject: .w3d

Posted by [cacfs](#) on Fri, 30 Jan 2004 18:37:22 GMT

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When i try to open a .w3d in w3d viewer it doesnt open. Then when i close out theres an error message. whats wrong with it?

Thanks for the help on other part

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