Subject: Re: f_gm to v_
Posted by ErroR on Sat, 04 Oct 2008 09:50:51 GMT
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Canadacdn wrote on Fri, 03 October 2008 20:59Well, for one thing, V_ is the format used for vehicles, W_ is used for third person weapon models. Anyway, it's possible to replace third person weapon models with first person ones. Just import the f_gm_ model into GMAX and retexture it. Then, delete the first person bones, add the third person bones and export.
hmm i said V_ i ment W_ my bad