
Subject: Weapon file names?

Posted by [IronWarrior](#) on Wed, 22 Aug 2007 20:33:04 GMT

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

Does anyone have a list of all the Renegade model names?

I need a list for all the files for each file, be it their .w3d model, their .tga file and .dds

Am having a hard time finding the shotgun .tga file in always.dat :/

Subject: Re: Weapon file names?

Posted by [danpaul88](#) on Wed, 22 Aug 2007 20:56:54 GMT

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

w_shot.dds

All weapons have a 4 letter code for them, due to how they are rigged. Shotguns code is shot, so its texture file is w_shot.dds.

Theres also f_gm_shot.dds which I believe is the texture for the first person shotgun model.

Subject: Re: Weapon file names?

Posted by [Gen_Blacky](#) on Wed, 22 Aug 2007 22:14:32 GMT

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

only if some one wa swilling to spend liek a week to match all .w3d with there animations skins and other files

Subject: Re: Weapon file names?

Posted by [halo2pac](#) on Wed, 22 Aug 2007 22:52:11 GMT

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

thats easy but i am to busy ... need a program to open the files then here...

File Attachments

1) [rex_101_release_build74.zip](#), downloaded 156 times

Subject: Re: Weapon file names?

Posted by [Jerad2142](#) on Fri, 24 Aug 2007 13:13:03 GMT

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

If you have "RenegadeEx" this is really easy to do, because you can just click "find" and type in w_ and it will find all the files with w_ (which is pretty much all the weapons files).

Subject: Re: Weapon file names?

Posted by [IronWarrior](#) on Fri, 24 Aug 2007 17:17:43 GMT

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

I pretty much understand how it all work's, just a pain to find, was hoping someone would had already made a list.

Subject: Re: Weapon file names?

Posted by [jamiejrg](#) on Fri, 24 Aug 2007 18:29:05 GMT

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

If you understand that the w_****.w3d is the 3rd person models the w_****_b.w3d are the back models and the f_gm_****.w3d are the first person models you can find any gun and predict were others will be.

If you are doing work with weapons remember that everything has a meaning.

The f_ prefix always means first person. Those models/textures will always have something to do with the first person view point.

You will also come across models called f_cm_****. CM stands for clip mesh. Those models are the clips and mags of renegade.

You will also find some f_ha. The ha stands for hand animations.

And if you want to make your own gun hands there are f_hm. The hm standing for Hand mesh.

I'm sure i have forgotten a few but it's all pretty easy.

Also, if you are stuck on finding textures for weapons. Open up that weapon in renx. Click on it. Press 'M' to bring up your material menu. Then press the little button the side of the first tab. It says "Get Renegade Material". After that click on pass1 and go to the textures tab. Under the stage 0 heading there will be a name of a file. That's what your looking for.

Jamie

Subject: Re: Weapon file names?

Posted by [IronWarrior](#) on Fri, 24 Aug 2007 20:23:27 GMT

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

jamiejrg wrote on Fri, 24 August 2007 13:29 If you understand that the w_****.w3d is the 3rd person models the w_****_b.w3d are the back models and the f_gm_****.w3d are the first person models you can find any gun and predict were others will be.

If you are doing work with weapons remember that everything has a meaning.

The f_ prefix always means first person. Those models/textures will always have something to do with the first person view point.

You will also come across models called f_cm_****. CM stands for clip mesh. Those models are the clips and mags of renegade.

You will also find some f_ha. The ha stands for hand animations.

And if you want to make your own gun hands there are f_hm. The hm standing for Hand mesh.

I'm sure i have forgotten a few but it's all pretty easy.

Also, if you are stuck on finding textures for weapons. Open up that weapon in renx. Click on it. Press 'M' to bring up your material menu. Then press the little button the side of the first tab. It says "Get Renegade Material". After that click on pass1 and go to the textures tab. Under the stage 0 heading there will be a name of a file. That's what your looking for.

Jamie

Ah thank you, this is very useful.

Subject: Re: Weapon file names?
Posted by [jamiejrg](#) on Fri, 24 Aug 2007 23:05:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Your welcome. That's what i'm here for

jamie
