Subject: Changing the name of a .w3d model
Posted by Lazy5686 on Fri, 29 Mar 2013 02:15:46 GMT
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So I'm trying to add a new weapon to a map using a model. The problem is the models that I'm using are actually designed as a replacement for the flamethrower and as such carry the same names. I've noticed renaming the models simply breaks them, and I'm assuming this is due to the way they make use of meshes.

How would I go about renaming the 3 files so that they don't replace the flamethrower and I can add them to the map?

Subject: Re: Changing the name of a .w3d model
Posted by Gen_Blacky on Fri, 29 Mar 2013 03:10:54 GMT
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http://www.renegadeforums.com/index.php?t=msg&goto=457049&rid=0

Subject: Re: Changing the name of a .w3d model
Posted by NACHO-ARG on Fri, 29 Mar 2013 13:24:41 GMT
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post the files i will rename them if you want.

Subject: Re: Changing the name of a .w3d model
Posted by Lazy5686 on Fri, 29 Mar 2013 14:33:37 GMT
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Gen_Blacky wrote on Thu, 28 March 2013
20:10http://www.renegadeforums.com/index.php?t=msg&goto=457049&rid=0
You're amazing, thanks.

Subject: Re: Changing the name of a .w3d model
Posted by Gen_Blacky on Fri, 29 Mar 2013 17:12:32 GMT
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You need to rename the hand animations as well.

I imported the animations for the flamethrower a long time ago. Should work by just reexporting with a different name to work with your other weapon.

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File Attachments
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Subject: Re: Changing the name of a .w3d model
Posted by Lazy5686 on Fri, 29 Mar 2013 21:51:40 GMT
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Thanks.

How here's a quick question, is it possible to set up a spawner in leveledit so that only one person can get a weapon at a time?