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Subject: objectddb

Posted by [spreegem](#) on Wed, 27 Apr 2005 15:07:26 GMT

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I think I wrote something about it one time on here. From what I can remember you open level edit, go down to the bottom, look at the purchase lists things and find which models they are, then i the characters presets find that model then click mod, or whatever then change it and save it. Then you export to a .pkg then use something like Renegade Ex, or XCC Mixer to extract the objects file from the .pkg and then place it into your data folder.

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