Subject: Re: Any chance that..
Posted by Kamuix on Fri, 19 Jan 2007 22:02:44 GMT

lol Merovingian

Well...lol

Download and install Gmax/Renx and Renegadepublic tools.

model your own rocket/proj and texture it however you want with Renx, than export it.

Afterwards use LE, go under munitions - ammo - and edit whatever, change the w3d model to the one you exported(w3d)

Export and save presets or map(presets if you want it to effect the whole game)

I'd read tutorials on how to sue Le/gmax or whatever

You can find a lot of them here http://renhelp.laeubi-soft.de/index.php?limit=no