

---

Subject: Re: weapon replacements for renegade  
Posted by [Di3HardNL](#) on Fri, 02 Feb 2007 23:00:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thats good to hear i think i give it a try by my self. First you gotta open w\_nuke.gmax from the official tools?  
or just the w\_nuke.w3d from XCC mixer?

---