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Subject: Re: Renegade 1942

Posted by [DL60](#) on Fri, 13 Jul 2007 18:49:15 GMT

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I have the the StG44 and the Kar98 as max and gmax files. I also rendered some normal maps for the StG but you can't see them on the pictures applied on the models.

It's very easy to extract the MoHAA models (note: 1st personmodel = 3rdpersonmodel)

You need a registered milkshape version 1.7 or higher and the MohAA plugins. .skd => milkshape => .3ds => 3ds Max/Gmax.

You extract infantrymodels too but there massive problems because of "weighted vertices" (wtf?!? - featured in milkshape 2.0 but we have 1.8x now)

Edit: MoHAA + Spearhead + Breakthrough (I don't have the last addon) have the most important WWII weapons but I don't want them all. I can give you the models I set up for ren and the source you need for all the other weapons (original textures, .skd. files, mohaa-plugins)

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