Subject: Re: Skin and Reticle?
Posted by crazfulla on Sun, 11 Nov 2007 04:54:46 GMT
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Muad Dib15 wrote on Mon, 05 November 2007 19:38First thing is possible craz. They did it in APB.
Hush if you know nothing about modding kthxbai

He means like on MutationRedux how you click the little arrow in the corner of the Hotwire icon on PT and it has more than 1 skin. On default maps liek Complex, City, Under etc you only get multipule skins on the tier 3 (1000) chars. I think he wants to change the default maps in normal renegade to have those extra models, possibly serverside? but it would not be possible because not all the clients would have the necessary w3d and tga/dds files.

You can use existing w3d models however, EG the ship captain from SP, simple objets.gm mod for teh fds