Subject: Re: Reborn And Renegade
Posted by _SSnipe_ on Wed, 12 Mar 2008 06:14:44 GMT

slavik262 wrote on Tue, 11 March 2008 21:28The disc thrower arm is just another firing animation. You can extract all animations, sounds, models, etc. from Reborn's always.dat using XCC mixer. Then just find the name of the file you want to replace, rename the Reborn file to that, and put it in your Renegade data folder.

Side note: New weapons models make RenGuard throw a fit.

its ok i dont use rg its pointless!