Subject: Re: Reborn And Renegade
Posted by _SSnipe_ on Mon, 17 Mar 2008 19:06:12 GMT

Cabal8616 wrote on Mon, 17 March 2008 08:15Importing the .w3d into RenX, fixing up any bugs that might happen during importing, re-exporting it with a different name.

Also, you'd need to specify in LE the different names. Which requires you to edit objects.ddb or temps20.ddb or whatever. Have fun trying to get online with that in your data folder.
crap...i dont wanna use any objects file =/ this sucks i see w3d skins all the time and i never thought making reborn ones would have to sue objects file.