

---

Subject: Re: Custom weapons

Posted by [ErroR](#) on Tue, 25 Mar 2008 13:52:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Saberhawk wrote on Tue, 25 March 2008 08:44Hex edit the texture name. As long as it's got the same length you shouldn't have any issues.

Can you tell me how?

---