Subject: Re: Custom weapons
Posted by Slave on Fri, 28 Mar 2008 18:12:14 GMT

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Here's a sample.
Hexeditor used is XVI32.
Today we want to make the laser rifle pink.

First we unzip always.dat and find all the required files.
To do so we search for "lsrr"
A list pops up:
f_gm_lsrr.dds
f_gm_lsrr.w3d
f_ha_lsrr_enter.w3d
f_ha_lsrr_exit.w3d
f_ha_lsrr_fire.w3d
f_ha_lsrr_idle.w3d
f_ha_lsrr_relod.w3d
mz_lsrr1.w3d
mz_lsrr3.w3d
p_lsrr.w3d
w_lsrr.dds
w_lsrr.w3d
w_lsrr_b.w3d

The 1st thing you might want to do is rename all files.
Replace "lsrr" with "pink". Keep lenght of name constant.

Now upen up all the w3d files in the hex editor.
Press Ctrl+R to open the Replace menu.
Replace "lsrr" with "pink".
Save the file.
Repeat this step for every w3d.

Now your set of files is pretty much done to be used in leveledit. Clone the first person model
preset, the 3rd person preset and the powerup spawner preset.

Edit f_gm_pink.dds and w_pink.dds in any way you please.