
Subject: Re: Custom weapons

Posted by [Oblivion165](#) on Fri, 28 Mar 2008 21:34:38 GMT

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Slave wrote on Fri, 28 March 2008 14:12 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 length of name constant.

Now open 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.

Sounds awful familiar to my last tutorial

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=126>
