
Subject: Re: [model replacement] laser rifle
Posted by [ErroR](#) on Sat, 04 Jul 2009 17:01:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you're using ren weapons then simply convert the original textures to tga, don't rename them, skin the weapon in gmax, and put in data folder. It must work since the texture are loaded from always.dat ingame
