
Subject: Custom weapons

Posted by [ErroR](#) on Sat, 22 Mar 2008 14:28:49 GMT

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How to make custom weapons i mean is there a tutorial? Because when i try to do them myself i get an error (send error report thingy) I create a new one in Objects>Power ups>Soldier powerups>weapon power ups but as soon as i hit ok i get an error i looked at rxd weapons and normal weapons and tryed to make simmilar but got error can anybody help?

Subject: Re: Custom weapons

Posted by [Reaver11](#) on Sat, 22 Mar 2008 21:54:09 GMT

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ErroR wrote on Sat, 22 March 2008 08:28How to make custom weapons i mean is there a tutorial? Because when i try to do them myself i get an error (send error report thingy) I create a new one in Objects>Power ups>Soldier powerups>weapon power ups but as soon as i hit ok i get an error i looked at rxd weapons and normal weapons and tryed to make simmilar but got error can anybody help?

Psst www.renhelp.net for any tutorial you need:

Plus in your case ->

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=52>

Subject: Re: Custom weapons

Posted by [ErroR](#) on Sat, 22 Mar 2008 23:24:44 GMT

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i need a tutorial in how to create a weapon in LEVEL EDIT stop redirecting me to renhelp.net i already checked before posting

Subject: Re: Custom weapons

Posted by [Reaver11](#) on Sun, 23 Mar 2008 12:24:37 GMT

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ErroR wrote on Sat, 22 March 2008 17:24i need a tutorial in how to create a weapon in LEVEL EDIT stop redirecting me to renhelp.net i already checked before posting

Never xD

Do you want the weapon to be server-side or clienside?

Weaponmodel settings are at munitions

Ammo model+ damage and warhead are at munitions
(In the weapon you set the ammo type the gun uses)

At the powerup section you make the weapon into a drobable item.

Either temp or add a new powerup ->

(settings tab in the powerup)
GrantweaponID= A weapon that you get from the powerup
Check grantweapon
and check allways allowgrant

This is in short what you have got to do if you need a really advanced tutorial just call

Subject: Re: Custom weapons
Posted by [ErroR](#) on Sun, 23 Mar 2008 17:31:19 GMT
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Reaver11 wrote on Sun, 23 March 2008 14:24: ErroR wrote on Sat, 22 March 2008 17:24: i need a tutorial in how to create a weapon in LEVEL EDIT stop redirecting me to renhelp.net i already checked before posting

Never xD

Do you want the weapon to be server-side or clienside?

Weaponmodel settings are at munitions
Ammo model+ damage and warhead are at munitions
(In the weapon you set the ammo type the gun uses)

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GrantweaponID= A weapon that you get from the powerup
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and check allways allowgrant

This is in short what you have got to do if you need a really advanced tutorial just call

Ya that was what i needed thanks.

Subject: Re: Custom weapons
Posted by [Reaver11](#) on Sun, 23 Mar 2008 22:28:21 GMT

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No problem

Subject: Re: Custom weapons

Posted by [ErroR](#) on Mon, 24 Mar 2008 19:47:51 GMT

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ok i understood all it's actually very easy i made 2 weapons already but i have a question and it's more about skinning i made 2 skins (for 2 weapons) they work fine but original weapons use the same skin so i get my weapon and the original one have the new skin but i want only the custom weapon to have it how do i do that?

Subject: Re: Custom weapons

Posted by [Reaver11](#) on Tue, 25 Mar 2008 06:39:27 GMT

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ErroR wrote on Mon, 24 March 2008 13:47ok i understood all it's actually very easy i made 2 weapons already but i have a question and it's more about skinning i made 2 skins (for 2 weapons) they work fine but original weapons use the same skin so i get my weapon and the original one have the new skin but i want only the custom weapon to have it how do i do that?

(this is just an example)

Say the automatic rifle skins = auto.dds

Your custom weapon uses the same model as the normal autorifle?

And you want only one to have the skin?

There are two options ->

1. You give the automaticrifle another model (download one from the internet)
2. You give your custom weapon a custom model.

As fas as I know it is not possible to have the same texture twice and different on another model

Subject: Re: Custom weapons

Posted by [saberhawk](#) on Tue, 25 Mar 2008 06:44:13 GMT

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Hex edit the texture name. As long as it's got the same length you shouldn't have any issues.

Subject: Re: Custom weapons

Posted by [Slave](#) on Tue, 25 Mar 2008 08:38:31 GMT

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I can confirm it works. I do it on rxd all the time.

Subject: Re: Custom weapons

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

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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?

Subject: Re: Custom weapons

Posted by [ErroR](#) on Thu, 27 Mar 2008 14:43:10 GMT

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i would really want to know how

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 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.

Subject: Re: Custom weapons
Posted by [ErroR](#) on Fri, 28 Mar 2008 19:53:11 GMT
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great, thanks now i can edit them so they don't mess up the original weapons skins. I'll go try
Edit:
Yay it worked thanks once more

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.
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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>

Subject: Re: Custom weapons
Posted by [ErroR](#) on Sat, 29 Mar 2008 10:12:33 GMT
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oh i forgot checking renhelp for hex edit tutorial and i saw your tutorial many times just didn't pay much attention to that
