Subject: Inserting Reborn weapons into Renegade
Posted by slavik262 on Thu, 24 Apr 2008 22:50:17 GMT

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I want to put a lot of the Reborn weapons in Renegade just for the fun of playing Rene with the Reborn guns. I want the nod GAU-3 to replace the Renegade assault rifle. I extracted w_nodr.w3d, w_nodr_b.w3d, and f_gm_nodr.w3d from the Reborn always.dat (yes I realize I haven't extracted reload animations and such yet, but I just wanted to test with these three). I renamed them w_rifl.w3d, w_rifl_b.w3d, and f_gm_rifl.w3d respectively, and put them in my Renegade data folder along with w_nod_rifle.dds, which I also extracted form Reborn's always.dat.

When I start Renegade, the second the map finishes loading it crashes. Any help?

Subject: Re: Inserting Reborn weapons into Renegade
Posted by rrutk on Fri, 25 Apr 2008 01:57:25 GMT

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maybe, the engine cannot proceed high resolution textures?
or may be incompatible ammo.ini settings?

Subject: Re: Inserting Reborn weapons into Renegade
Posted by Canadacdn on Fri, 25 Apr 2008 02:08:39 GMT

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You cannot simply rename W3D files. You will have to import them into GMAX and re-export them.

Subject: Re: Inserting Reborn weapons into Renegade
Posted by slavik262 on Fri, 25 Apr 2008 02:46:59 GMT

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Shit. I assumed as much. Thanks for the help.

Subject: Re: Inserting Reborn weapons into Renegade
Posted by rrutk on Fri, 25 Apr 2008 11:48:58 GMT

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well, there are tools, which rename the complete structure of the w3d.

Subject: Re: Inserting Reborn weapons into Renegade
Posted by IAmFenix on Fri, 25 Apr 2008 14:10:12 GMT
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Canadacdn wrote on Thu, 24 April 2008 21:08You cannot simply rename W3D files. You will have to import them into GMAX and re-export them.
Better yet, get a hex editor and replace nodr with rifl

Subject: Re: Inserting Reborn weapons into Renegade
Posted by _SSnipe_ on Fri, 25 Apr 2008 14:26:11 GMT
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doomkid21 wrote on Fri, 25 April 2008 07:10Canadacdn wrote on Thu, 24 April 2008 21:08You cannot simply rename W3D files. You will have to import them into GMAX and re-export them.
Better yet, get a hex editor and replace nodr with rifl
where we get this hex editor? and is that all u do cuase iv been trying to do the same thing

---

Subject: Re: Inserting Reborn weapons into Renegade
Posted by Gen_Blacky on Fri, 25 Apr 2008 17:43:56 GMT
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if you don't want to rexport you can set up the gun in level edit with original reborn .w3ds or hex edit the w3d

http://www.renegadeforums.com/index.php?t=msg&goto=324143&rid=0

Subject: Re: Inserting Reborn weapons into Renegade
Posted by IAmFenix on Sat, 26 Apr 2008 00:40:57 GMT
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SSnipe wrote on Fri, 25 April 2008 09:26
Better yet, get a hex editor and replace nodr with rifl
where we get this hex editor? and is that all u do cuase iv been trying to do the same thing[/quote]
http://www.chmaas.handshake.de/delphi/freeware/xvi32/xvi32.htm
also, google is your friend.

Subject: Re: Inserting Reborn weapons into Renegade
Posted by Di3HardNL on Mon, 28 Apr 2008 08:00:48 GMT
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So in hexeditor you have to open a .exe file, that has to be game.exe? I would like to know how the program actually works. And how you can replace the .w3d names. Thnks

never mind, its explained in the other topic

Subject: Re: Inserting Reborn weapons into Renegade
Posted by IronWarrior on Mon, 28 Apr 2008 17:16:36 GMT
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Woo hold on people.

You do not have to rename the files for them to work in Renegade, just locate all the files needed for a weapon and just dump them in /data, things like the rifle, pistol, sniper rifles and a dozen more will work fine.

The Reborn only weapons like the uzi will not work, as the file names don't match up, these "Reborn" only weapons will have to be renamed and whatever else.

I been using Reborn weapons in Renegade for like forever.

Subject: Re: Inserting Reborn weapons into Renegade
Posted by _SSnipe_ on Mon, 28 Apr 2008 17:22:34 GMT
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IronWarrior wrote on Mon, 28 April 2008 10:16Woo hold on people.

You do not have to rename the files for them to work in Renegade, just locate all the files needed for a weapon and just dump them in /data, things like the rifle, pistol, sniper rifles and a dozen more will work fine.

The Reborn only weapons like the uzi will not work, as the file names don't match up, these "Reborn" only weapons will have to be renamed and whatever else.

I been using Reborn weapons in Renegade for like forever.
then can u give me and everyone else whos been asking how to do it if only one person could show use steps cause me and like many others dont know how to use gmax or renx or hex editor...so please help

---

Subject: Re: Inserting Reborn weapons into Renegade
Posted by Gen_Blacky on Mon, 28 Apr 2008 22:12:54 GMT
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there a tut on renhelp how to hex edit

Subject: Re: Inserting Reborn weapons into Renegade
Posted by _SSnipe_ on Mon, 28 Apr 2008 22:29:24 GMT
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Gen_Blacky wrote on Mon, 28 April 2008 15:12there a tut on renhelp how to hex edit
does not give all detials i cant make heads or tails of whats wat

---

Subject: Re: Inserting Reborn weapons into Renegade
Posted by IronWarrior on Tue, 29 Apr 2008 01:42:50 GMT
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All you need first is xcc mixer.

Extact all the weapon files from the Reborn always.dat and sort the files needed for a weapon into a folder, once you got them all, drop in the /data, test in game, if something is missing, like a texture, then go find it.

I would release my Reborn weapon files, but due to me being a staff member, the guys want them to be renguard ready as well so can't till that is done.

Subject: Re: Inserting Reborn weapons into Renegade
Posted by Dreganius on Tue, 29 Apr 2008 04:40:13 GMT
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Will try this soon, if it works I'll .zip it for people.

Subject: Re: Inserting Reborn weapons into Renegade
Posted by _SSnipe_ on Tue, 29 Apr 2008 05:05:57 GMT
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i sitll dont know how to do it

Subject: Re: Inserting Reborn weapons into Renegade
Posted by Samous Mods on Tue, 29 Apr 2008 06:09:53 GMT
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Karandras wrote on Mon, 28 April 2008 23:40Will try this soon, if it works I'll .zip it for people.
dont

Subject: Re: Inserting Reborn weapons into Renegade

Posted by Apexprimebest on Sat, 19 Jul 2008 19:43:05 GMT
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So is there any chance to see Reborn guns in Renegade, please,   it would be really cool !!!

Subject: Re: Inserting Reborn weapons into Renegade
Posted by mrÃ£Ã§Ä·z   on Sat, 19 Jul 2008 19:45:29 GMT
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Yes there is

Look at the Weapon Spawners

KLICK

Subject: Re: Inserting Reborn weapons into Renegade
Posted by Apexprimebest on Sat, 19 Jul 2008 19:48:15 GMT
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So why nobody update's this page, I haven't read whole article, I'm not that good in English, I'm
Russian...

Subject: Re: Inserting Reborn weapons into Renegade
Posted by mrÃ£Ã§Ä·z   on Sat, 19 Jul 2008 20:08:35 GMT
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File Attachments
1) Chaingun.JPG, downloaded 796 times

Subject: Re: Inserting Reborn weapons into Renegade
Posted by Apexprimebest on Sun, 20 Jul 2008 15:57:18 GMT
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Looking great, but my goal is GAU3 rifle...

Subject: Re: Inserting Reborn weapons into Renegade
Posted by ErroR on Mon, 21 Jul 2008 09:53:41 GMT
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Apexprimebest wrote on Sun, 20 July 2008 18:57Looking great, but my goal is GAU3 rifle...
yay russian   i know russian

Subject: Re: Inserting Reborn weapons into Renegade

Posted by Renardin6 on Mon, 28 Jul 2008 10:17:33 GMT

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slavik262 wrote on Thu, 24 April 2008 17:50I want to put a lot of the Reborn weapons in Renegade just for the fun of playing Rene with the Reborn guns. I want the nod GAU-3 to replace the Renegade assault rifle. I extracted w_nodr.w3d, w_nodr_b.w3d, and f_gm_nodr.w3d from the Reborn always.dat (yes I realize I haven't extracted reload animations and such yet, but I just wanted to test with these three). I renamed them w_rifl.w3d, w_rifl_b.w3d, and f_gm_rifl.w3d respectively, and put them in my Renegade data folder along with w_nod_rifle.dds, which I also extracted form Reborn's always.dat.

When I start Renegade, the second the map finishes loading it crashes. Any help?

The Nod rifle uses a custom animation. The GDI rifle use the renegade one.

The Spas-12 use the Renegade animation and so it is possible for that weapon.