

---

Subject: Model Replacement

Posted by [Dunt](#) on Thu, 17 Apr 2003 16:16:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

What needs to be done to successfully replace an original model with a custom one but still have online gaming work ??

I've currently using the downloaded colt model to replace pistol and my game still works fine. Change the hummer model with a custom one I made however and I can no-longer play online.

Can anyone help me here ??

!! PLS !!

THX in advance.

**\*\*edit\*\***

(just an eg.) change the gun ontop to something different but the same dimensions

---

---

Subject: Model Replacement

Posted by [General Havoc](#) on Thu, 17 Apr 2003 17:17:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yeah its a feature to stop people cheating (armour.ini) and also to stop major synchronisation errors occuring. Just think if you replaced a hum-vee with a mammoth tanks and then rushed the enemy. It would cause collision errors and the server wouldn't be able to track your position, ulimatly leading to a crash or something to that effect. However some things can be replaced and still be able to use the game online. I'm not sure if this applies to weapons though, the only thing I have tried to replace was tracer\_red.w3d, which is the bullet from the automatic rifle on nod. Taking a guess I would say that you may be able to replace 1st person gun models, projectiles, superweapon animations and any emitters. Thats just a guess, someone may know what you can actually replace.

\_General Havoc

---

---

Subject: Model Replacement

Posted by [Sir Phoenixx](#) on Thu, 17 Apr 2003 19:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

doesn't it let you keep your new units/settings if you host the game?

---

---

Subject: Model Replacement

Posted by [Halo38](#) on Thu, 17 Apr 2003 19:42:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think so. i once joined a ladderred sniper game 1v1 and the host had one of those drop a load of crap at the air stip mods, so i left before a single shot was fired

Or is that something different? maybe the same princeples apply?

---

---

Subject: Model Replacement

Posted by [General Havoc](#) on Thu, 17 Apr 2003 19:54:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thats just a text cinematic, the c130 drop file. Just a simple text files tata will affect everyone who playes on a server.

\_General Havoc

---

---

Subject: Model Replacement

Posted by [\[REHT\]Spirit](#) on Thu, 17 Apr 2003 19:55:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Sir Phoenixxdoesn't it let you keep your new units/settings if you host the game?

Yes if you set it up right. However it gives everyone else the zero bug.

Emitters can be replaced.

The airdrop thing is somewhat differant. One of the mods you can make is what they call a C130 script/c130 script edit. There's text cinematic scripts that you can extract and edit with notepad. It's similar to making your own custom scripts but a little more limited.

---

---

Subject: Re: Model Replacement

Posted by [Nodbugger](#) on Thu, 17 Apr 2003 20:43:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

DuntWhat needs to be done to successfully replace an original model with a custom one but still have online gaming work ??

I've currently using the downloaded colt model to replace pistol and my game still works fine. Change the hummer model with a custom one I made however and I can no-longer play online.

Can anyone help me here ??

!! PLS !!

THX in advance.

**\*\*edit\*\***

(just an eg.) change the gun ontop to something different but the same dimensions

Thanks for using my Colt model From what I know its that only weapon models can be replaced on account of theirs size doesnt affect game play. But vehicles do.

---

---

Subject: Model Replacement

Posted by [Dunt](#) on Fri, 18 Apr 2003 13:16:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

k, thx for ur help guys. guess i'm stuck changing weapon models only

---