Subject: Re: modification questions, pls help
Posted by Spice on Fri, 25 Nov 2005 11:51:55 GMT
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You put the W3D files of the humvees in your editors cache of your mod folder.
Load up level edit and go the Objects > Vehicles > GDI > GDI_Humm-vee and hit mod on the
GDI_Humm-vee_player. go to the Physics model tab and replace the modelname with the name
of the TOW humm-vee file names.
Then hit make. You have yourself a TOW humvee! This of course replaces the original renegade
hummvee.
You can use the Temp button and copy the hummvee preset and rename it TOW humvee and put
your model in the file name.

you will need to define it's own weapons. Those are under the settings tab.