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Subject: Re: REBORN

Posted by [Di3HardNL](#) on Sun, 21 Dec 2008 21:33:34 GMT

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Let me try to explain to you, for example when you want to use Reborn's weapons.

Reborn and Renegade use different weapon models, normally you would have to open the models from reborn in RenX and then export it again as the file for a weapon in Renegade (that is because you can't manually rename the file)

Also a possibility is to do it with HexEditor, you have to replace the names. I don't know exactly how to do it anymore, but I am sure if GenBlacky reads this that he probably could explain

But there are a couple of weapons in Reborn and Renegade that use the same names but are different models. Now this is easy because you could simply copy the file from Reborn (by using XCCMixer) to your Renegade data.

Make sure you also copy the textures used for this model to your renegade data folder (Look them up in w3dviewer).

If you need more help ask me

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