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Subject: Re: Nuke

Posted by [Jerad2142](#) on Wed, 04 Mar 2009 14:33:45 GMT

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ErroR wrote on Wed, 04 March 2009 06:09How do i replace the nuke? i don't understand.. i made the animation and replaced nuke\_missile.w3d but ingame it's the same. even xg\_<nukesomething>.w3d shows my nuke..

When it comes to replacing the nuke you have to make sure that your not just replacing the nuke down animation. If its not showing ANY nuke then you probably need to make sure your nuke has the same bones as the original, as I'm pretty sure that the original nuke has a separate animation, and if not I'd have to look into this more my self.

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