Subject: Re: First person Weapon Positions
Posted by Jerad2142 on Sun, 02 Jan 2011 10:12:28 GMT

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sauron--the--king wrote on Sat, 01 January 2011 11:46Jerad Gray wrote on Sat, 01 January 2011 09:44You need to edit the f_gm models to fix the issue your seeing here.
I've been trying to follow this tutorial:
http://www.pokemonca.net/rh/index.php?mod=Tutorials&action=view&id=53
But all the files are in W3D format. I have found all the f_gm files, but RenX won't open them. So I won't get further then the first step..
You need to get W3D Importer.