Subject: The complete opposite of cheats. . .
Posted by spreegem on Sat, 27 Dec 2003 04:46:29 GMT

View Forum Message <> Reply to Message

Has anyone ever thought of making something the complete opposite of cheats and then saying that they were cheats so that when the n00bs installed them they had a disadvantage? I just thought of making small heads, low damage, ETC but I don't know how so . . . How do I import .w3d files into Gmax then resize them? I already have the .w3d importer installed but when I go to file import I can't select .w3d as the file type to import. Also how would I modify the damages that vehicles and weapons and stuff do? All I know about that is I would have to do it in level edit then export as a mod package then extract the object file out of the mod package right? If I can do this I will release it when I have it done but right now I don't really know how to do any of it.