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Subject: Weapon file names?

Posted by [IronWarrior](#) on Wed, 22 Aug 2007 20:33:04 GMT

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Does anyone have a list of all the Renegade model names?

I need a list for all the files for each file, be it their .w3d model, their .tga file and .dds

Am having a hard time finding the shotgun .tga file in always.dat :/

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Subject: Re: Weapon file names?

Posted by [danpaul88](#) on Wed, 22 Aug 2007 20:56:54 GMT

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w\_shot.dds

All weapons have a 4 letter code for them, due to how they are rigged. Shotguns code is shot, so its texture file is w\_shot.dds.

Theres also f\_gm\_shot.dds which I believe is the texture for the first person shotgun model.

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Subject: Re: Weapon file names?

Posted by [Gen\\_Blacky](#) on Wed, 22 Aug 2007 22:14:32 GMT

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only if some one wa swilling to spend liek a week to match all .w3d with there animations skins and other files

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Subject: Re: Weapon file names?

Posted by [halo2pac](#) on Wed, 22 Aug 2007 22:52:11 GMT

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thats easy but i am to busy ... need a program to open the files then here...

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### File Attachments

1) [rex\\_101\\_release\\_build74.zip](#), downloaded 148 times

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Subject: Re: Weapon file names?

Posted by [Jerad2142](#) on Fri, 24 Aug 2007 13:13:03 GMT

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If you have "RenegadeEx" this is really easy to do, because you can just click "find" and type in w\_ and it will find all the files with w\_ (which is pretty much all the weapons files).

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Subject: Re: Weapon file names?

Posted by [IronWarrior](#) on Fri, 24 Aug 2007 17:17:43 GMT

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I pretty much understand how it all work's, just a pain to find, was hoping someone would had already made a list.

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Subject: Re: Weapon file names?

Posted by [jamiejrg](#) on Fri, 24 Aug 2007 18:29:05 GMT

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If you understand that the w\_\*\*\*\*.w3d is the 3rd person models the w\_\*\*\*\*\_b.w3d are the back models and the f\_gm\_\*\*\*\*.w3d are the first person models you can find any gun and predict were others will be.

If you are doing work with weapons remember that everything has a meaning.

The f\_ prefix always means first person. Those models/textures will always have something to do with the first person view point.

You will also come across models called f\_cm\_\*\*\*\*. CM stands for clip mesh. Those models are the clips and mags of renegade.

You will also find some f\_ha. The ha stands for hand animations.

And if you want to make your own gun hands there are f\_hm. The hm standing for Hand mesh.

I'm sure i have forgotten a few but it's all pretty easy.

Also, if you are stuck on finding textures for weapons. Open up that weapon in renx. Click on it. Press 'M' to bring up your material menu. Then press the little button the side of the first tab. It says "Get Renegade Material". After that click on pass1 and go to the textures tab. Under the stage 0 heading there will be a name of a file. That's what your looking for.

Jamie

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Subject: Re: Weapon file names?

Posted by [IronWarrior](#) on Fri, 24 Aug 2007 20:23:27 GMT

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jamiejrg wrote on Fri, 24 August 2007 13:29 If you understand that the w\_\*\*\*\*.w3d is the 3rd person models the w\_\*\*\*\*\_b.w3d are the back models and the f\_gm\_\*\*\*\*.w3d are the first person models you can find any gun and predict were others will be.

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Jamie

Ah thank you, this is very useful.

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Subject: Re: Weapon file names?  
Posted by [jamiejrg](#) on Fri, 24 Aug 2007 23:05:07 GMT  
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Your welcome. That's what i'm here for

jamie

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