
Subject: Some more questions

Posted by [ErroR](#) on Thu, 04 Dec 2008 21:24:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

1)I made a wep (prototype) and it deals normal damage to infantry but too much to buildings. How do i change the ammount of damage dealt to buildings??

2)I wanted to replace the rp2 knife with another one, I replaced w_knife and it still din't work. I replaced it and made a new wep in LE and it worked, but i can't find the f_gm model (i took them from rp2) can any 1 tell me how to replace it, or the name of the f_gm model so I use it in my purposes ?

<http://s176.photobucket.com/albums/w176/sergiuung/Renegade/?action=view¤t=Renweptest.flv>

Subject: Re: Some more questions

Posted by [ErroR](#) on Fri, 05 Dec 2008 19:37:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Noone want to help

well i've got one more problem:

I hex edited some wep models and after i put them ingame the f_gm model looks strange and does not have any animations, then when i swich to another weapon it stays the same model (but the weapon i switched to) for like 4 seconds.

<http://s176.photobucket.com/albums/w176/sergiuung/Renegade/?action=view¤t=Problem.flv>

Subject: Re: Some more questions

Posted by [LiL KiLLa](#) on Fri, 05 Dec 2008 19:40:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

sorry I can't help you there :/..

but nice ramjet and nice repaireffect ^^

Subject: Re: Some more questions

Posted by [ErroR](#) on Fri, 05 Dec 2008 19:51:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Killaaaaa wrote on Fri, 05 December 2008 21:40sorry I can't help you there :/..

but nice ramjet and nice repaireffect ^^

ty, it was a standart renegade emmitter that i found from the sp powerplant and it looks preeety cool

Subject: Re: Some more questions
Posted by [Gen_Blacky](#) on Sat, 06 Dec 2008 04:35:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

does rp2 have animations for there knife ?

Subject: Re: Some more questions
Posted by [ErroR](#) on Sat, 06 Dec 2008 08:54:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Sat, 06 December 2008 06:35does rp2 have animations for there knife ?
yes, that's where i get the model and edit it, but i can't find any f_gm model for the knife (neither any preset) and replacing the old w_knife with mah own changes nothing

Subject: Re: Some more questions
Posted by [ErroR](#) on Sun, 07 Dec 2008 12:02:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

sorry to bump but i still need help
