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Subject: HELP please  
Posted by [anant](#) on Mon, 08 Dec 2008 06:21:29 GMT  
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Can someone fix this?  
I have downloaded the reborn chars for NOD and GDI.  
and this rifle [http://ren.game-maps.net/index.php?action=category&id=138&start=12&sortby=name\(g36\)](http://ren.game-maps.net/index.php?action=category&id=138&start=12&sortby=name(g36))  
Can someone fix the hands?

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### File Attachments

1) [hands.bmp](#), downloaded 247 times

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Subject: Re: HELP please  
Posted by [Di3HardNL](#) on Mon, 08 Dec 2008 08:08:26 GMT  
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looks like the texture is missing for the hands. Open up f\_gm\_weaponname.w3d in w3dviewer. Then in 'material' list you can see what textures you need to have in your data. You should find which one it is there.

I would then simply find the original renegade hands texture. I believe it is gdi\_wrists or something, I am not sure about that. but if you find it, copy it to your data and RENAME it to the missing texture for that weapon.

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Subject: Re: HELP please  
Posted by [anant](#) on Tue, 09 Dec 2008 00:03:29 GMT  
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I tried that but it did not work,  
can someone either do it or help me?

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Subject: Re: HELP please  
Posted by [samous](#) on Tue, 09 Dec 2008 01:50:35 GMT  
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edit the w3d that uses the hands and add your own dds if no one helps you.

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