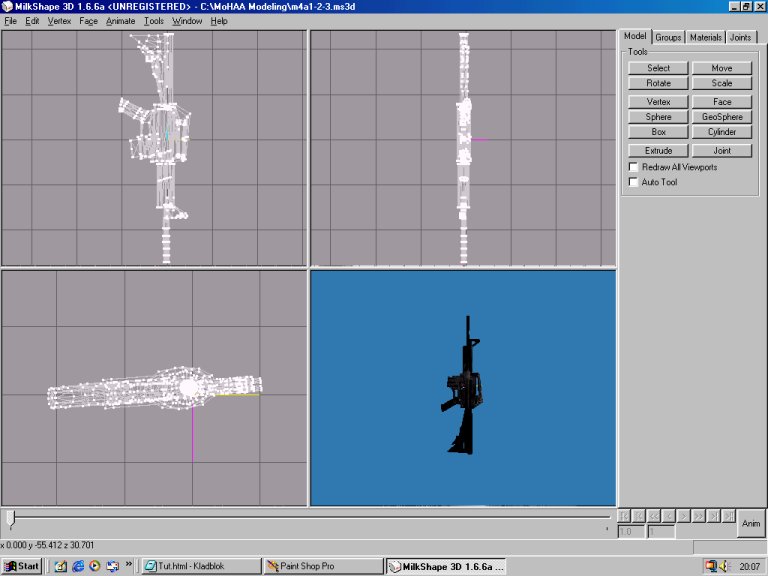
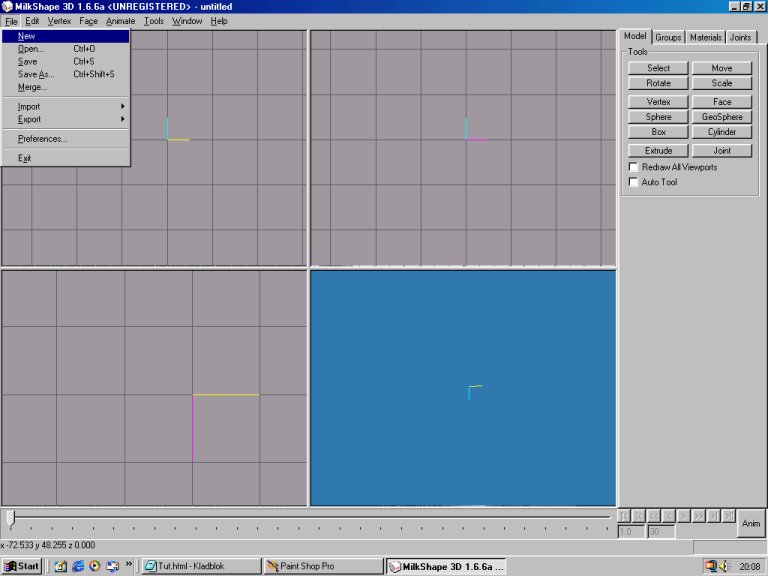
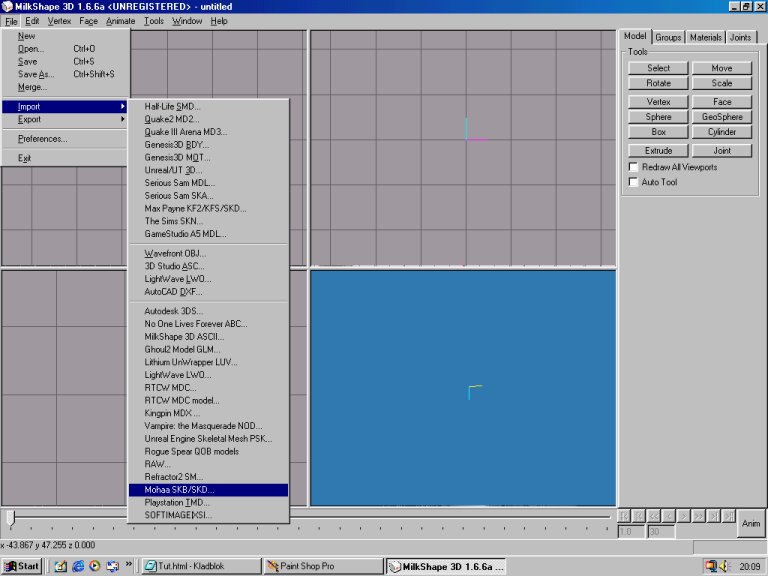
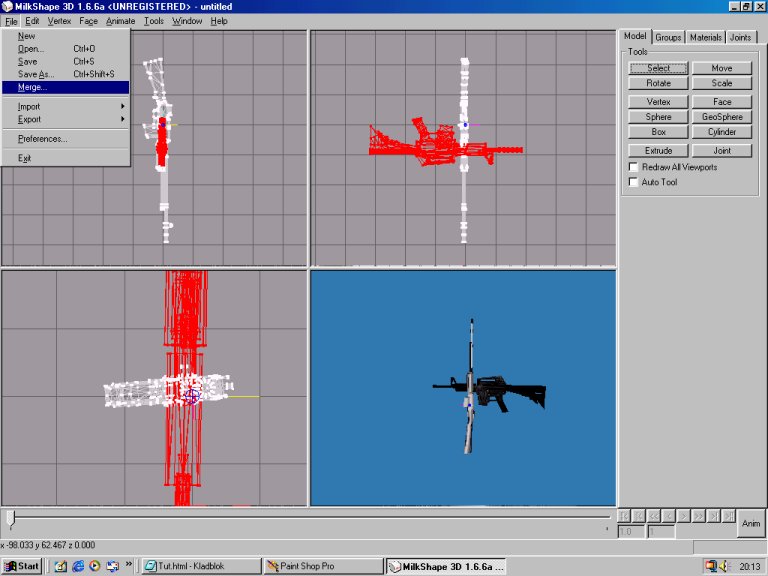
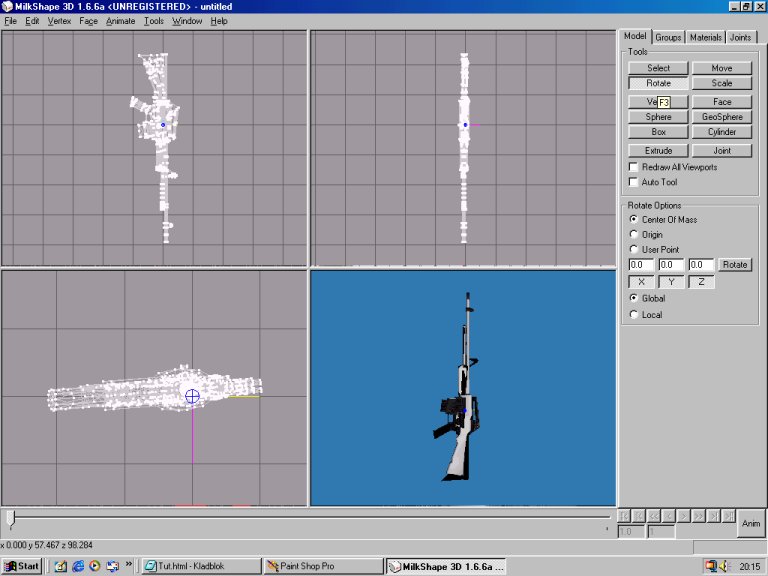
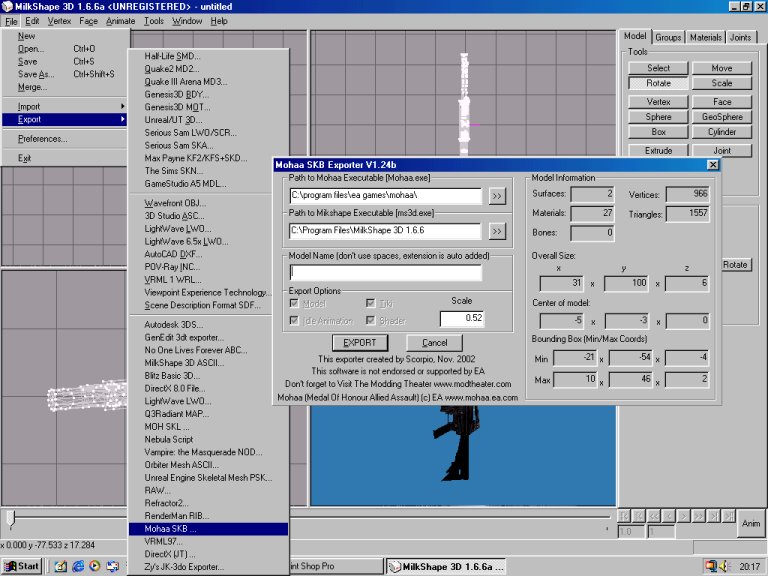
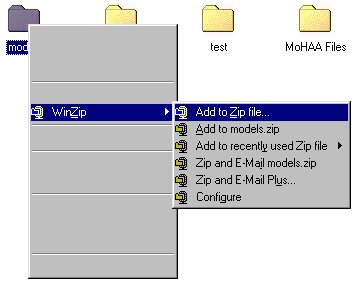
**..:: DaRKaNGeL's Export Weapon Tutorial (for MS3D) ::..**

I've made this tut b/c a lot of people asked me how to get weapons in-game...

First you make a model of your the weapon and save it as \*.ms3d:  


Then you make a new file:  
  
  
Open [Winzip](http://www.winzip.com)  
  
Open in Winzip the file C:\Program Files\EA Games\MoHAA\main\pak0.pk3 (or whatever directory you placed MoHAA)  
  
Then you export the model file of the weapon that you are going to replace  
NOTE: This usually is a \*.skd file

Then you Import the file into MS3D:  
  
A weapon model will appear..  
You [Merge] it with your made weapon:  


Position and scale it like the original weapon:  
  
  
Delete the original weapons faces by clicking on the [Groups] tab  
Delete the groups named gun01 or material8 etc... Just don't delete your models groups...  
NOTE: Your model groups are usually named Box\*\*, Cylinder\*\* or Sphere\*\*  
  
NOTE: Also delete the Bones (Joints)  
  
Export to \*.skb  
  
  
Back to Winzip  
Look for a file called [weaponname].tik (Example: mp44.tik)  
and look for a file called [weaponname].skc (Example: mp44.skc)  
Export them (!! Make sure [Use Folder Names] is checked !!)  
Close Winzip...  
  
Open the file, they will appear in new folders named: "models" and "weapons"  
You will now be asked wich program to use for this type of file  
Select NOTEPAD  
You will now be see alot of information  
Open another file:  
C:\Program Files\EA Games\MoHAA\main\models\milkshape\[Your model name]\[Your model name].tik  
Copy the [weaponname].skc (the file you exported) to that directory and rename as: [Your model name].skc  
Replace in the [weaponname].tik the lines:  
  
TIKI  
setup  
{  
|||||||||scale 0.52  
|||||||||path models/weapons/\*\*  
|||||||||skelmodel \*\*.skd  
|||||||||surface \*\* shader \*\*  
|||||||||surface \*\* shader \*\*  
|||||||||surface \*\* shader \*\*  
}  
  
With from [Your model name].tik:  
  
TIKI  
setup  
{  
|||||||||scale 0.52  
|||||||||path models/milkshape/[Your model name]  
|||||||||skelmodel [Your model name].skb  
|||||||||surface \*\* shader \*\*  
|||||||||surface \*\* shader \*\*  
|||||||||surface \*\* shader \*\*  
}  
  
Then replace the aniation lines:  
  
animations  
|||||||||idle \*\*.skc  
|||||||||reload \*\*.skc  
|||||||||rechamber \*\*.skc  
....  
  
With [Your model name].skc:  
  
animations  
|||||||||idle [Your model name].skc  
|||||||||reload [Your model name].skc  
|||||||||rechamber [Your model name].skc  
....  
  
Save the \*.tik file  
Goto the directory you exported the [weaponname].tik (NOT in the models/weapons)  
Right-mouse on Directory models, select Winzip/Add to zip  
  
  
Add it to: C:\Program Files\EA Games\MoHAA\main\user-myweapon.pk3  
It will probably tell you that the file doesn't exsists and if you want to make it  
Make it  
Launch your game  
Start server  
And test

NOTE: This method is not fully compatible for the M1 Garand And Thompson...  
  
That's all 4 now!  
If you still have questions: [Contact me!](mailto:darkmaster1207@hotmail.com?Subject=Help%21)  
?2004 This page is fully made with Notepad.