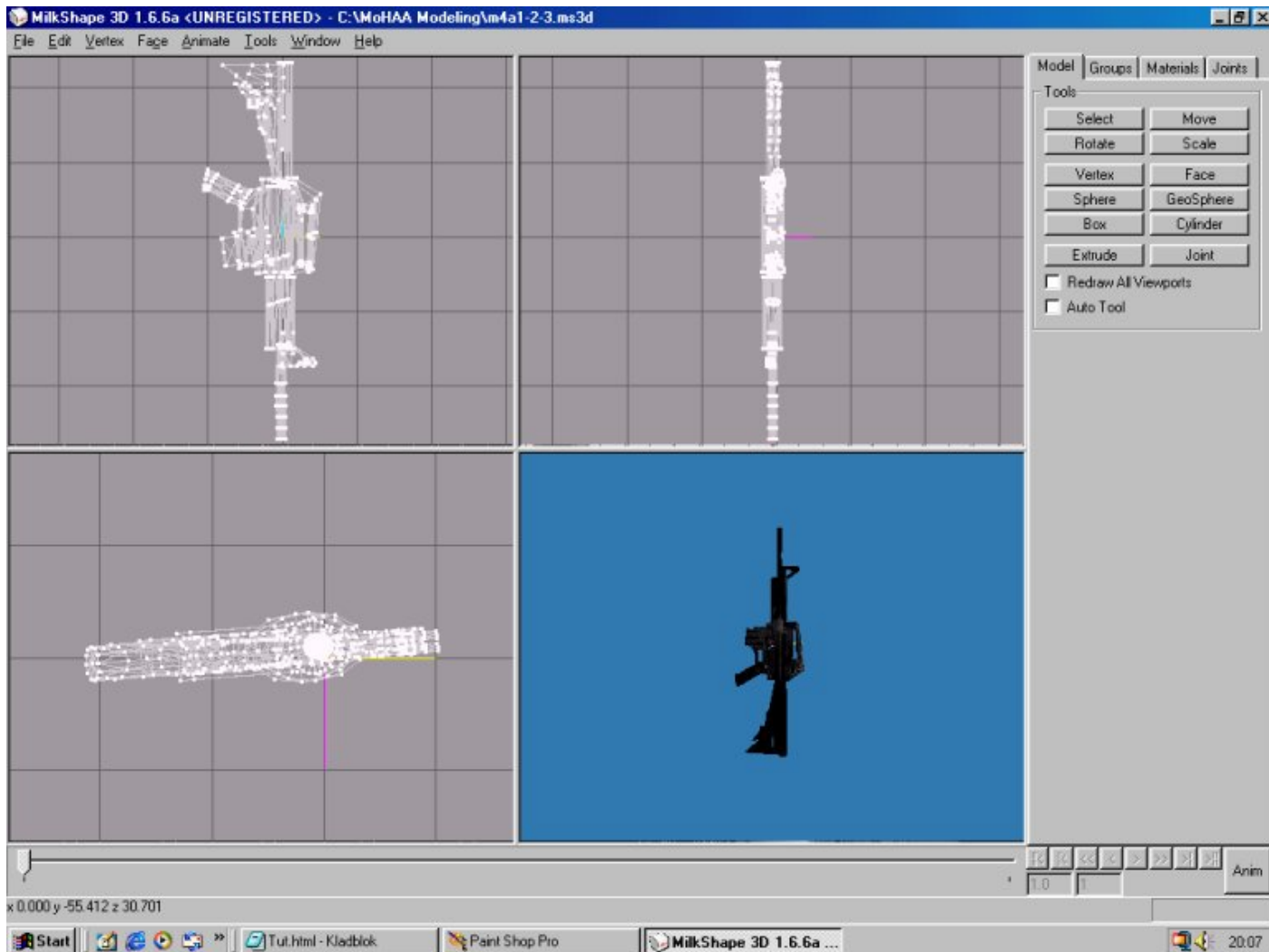


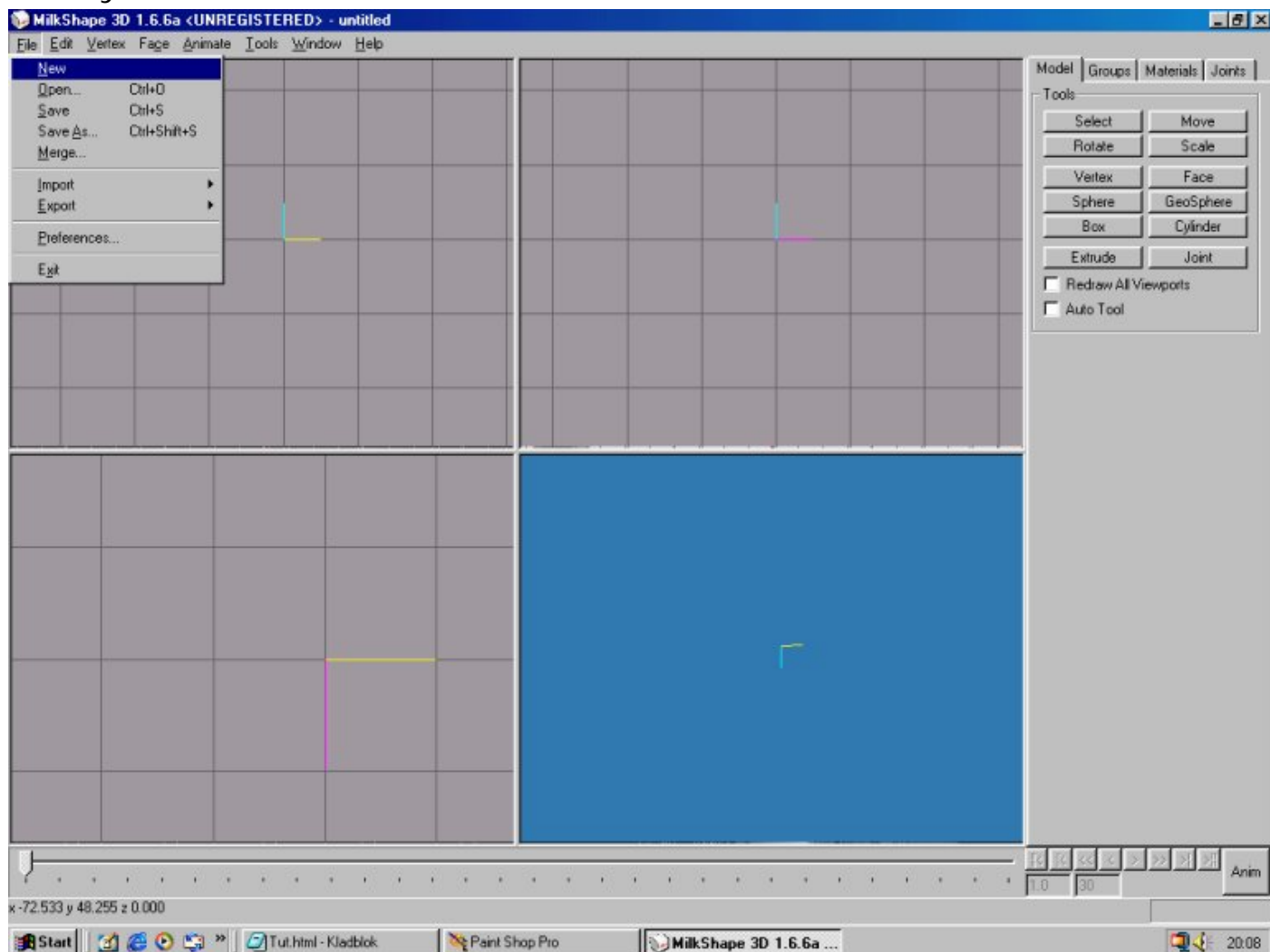
...:: DaRKaNGeL's Export Weapon Tutorial (for MS3D) ::...

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:



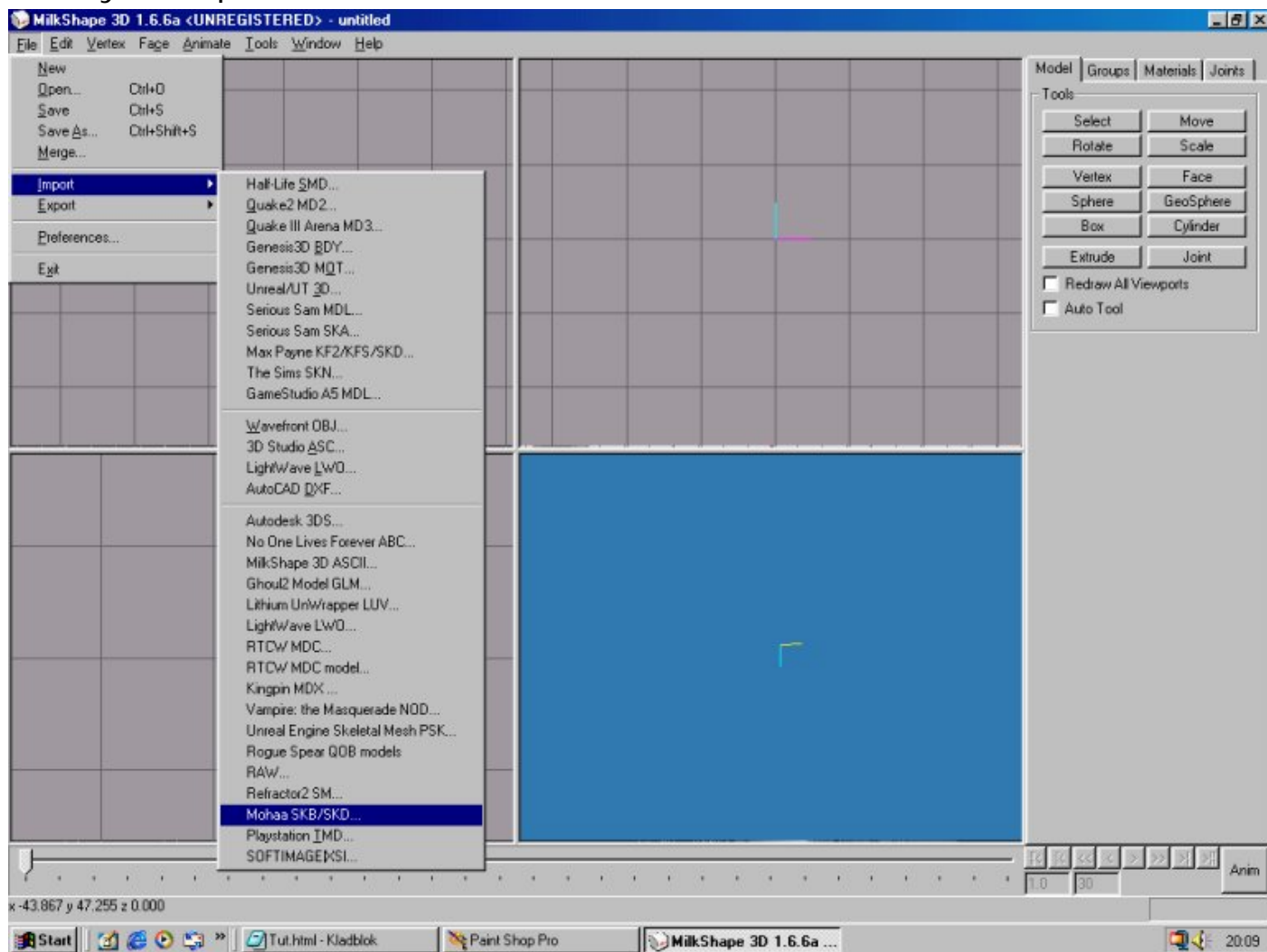
Open [Winzip](#)

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

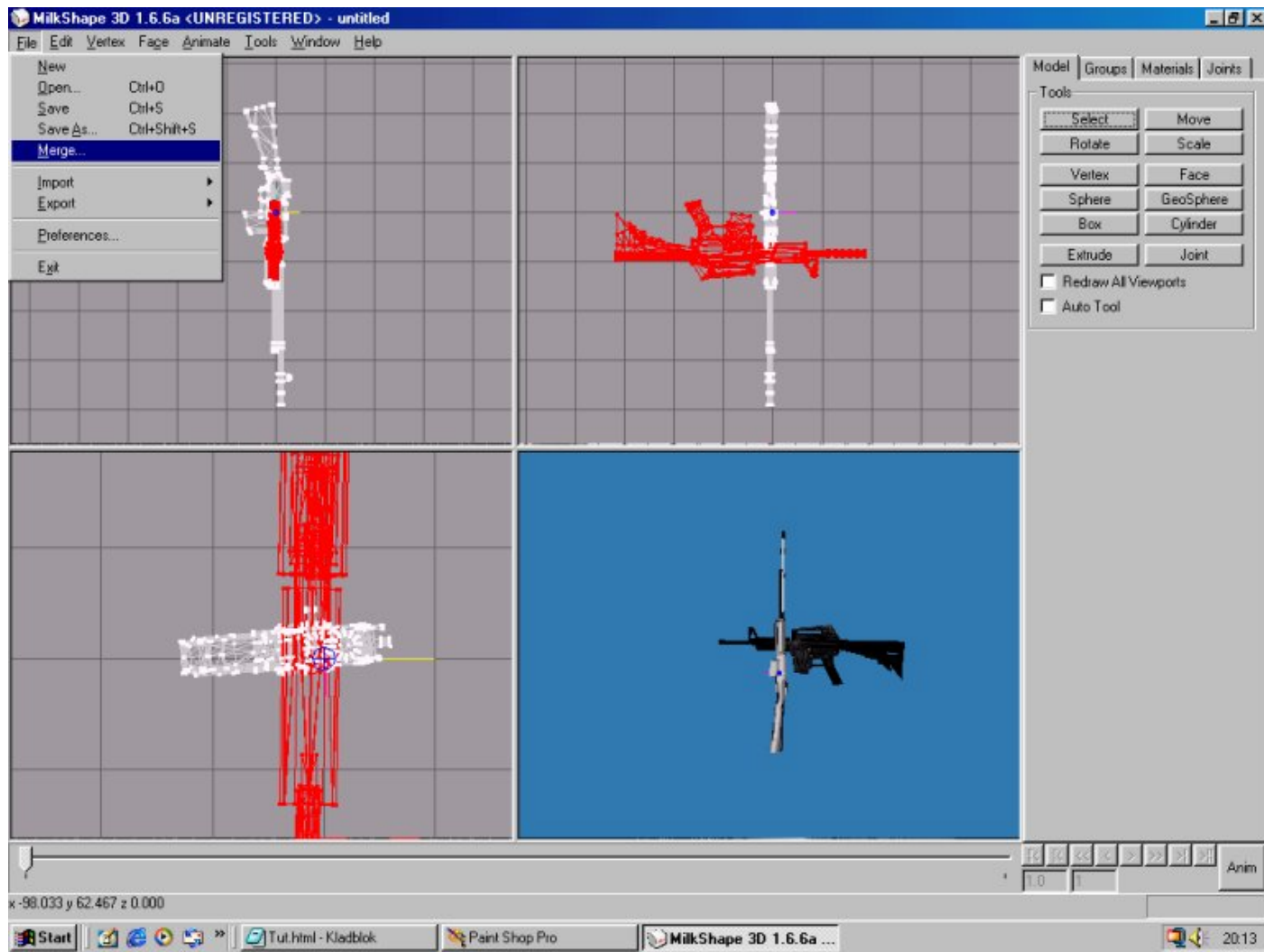
NOTE: This usually is a *.skd file

Then you Import the file into MS3D:

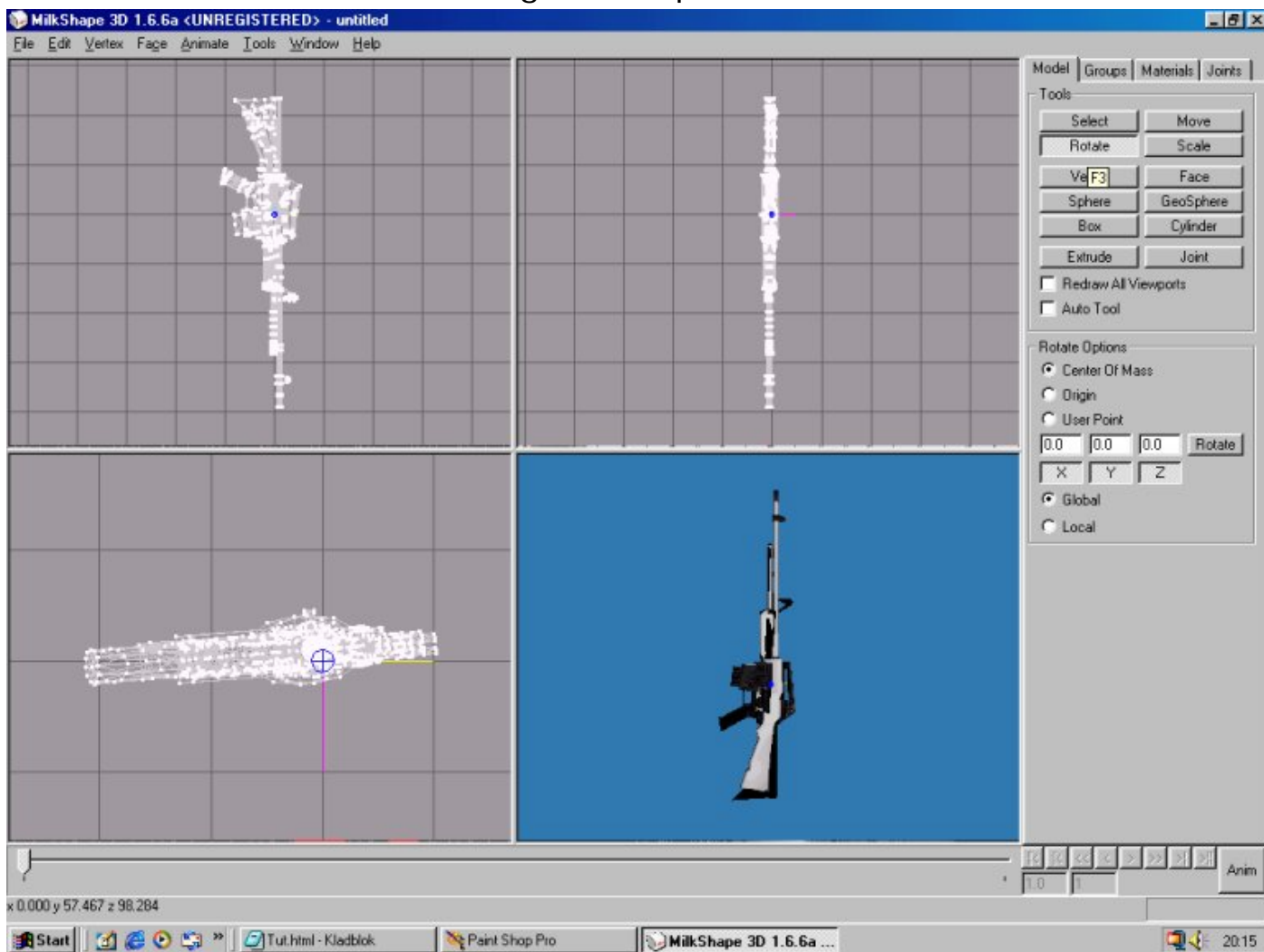


A weapon model will appear..

You [Merge] it with your made weapon:



Position and scale it like the original weapon:

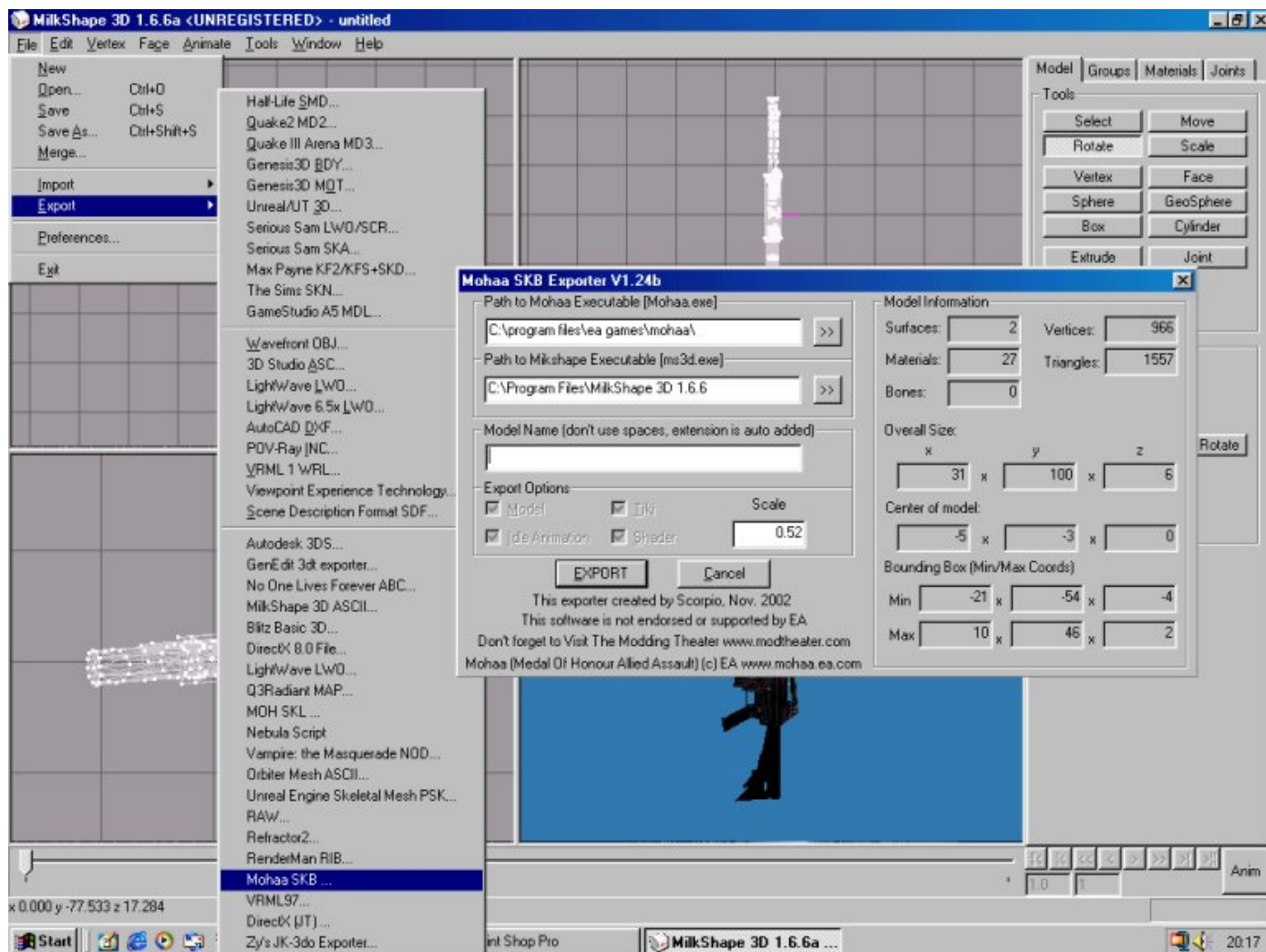


Delete the original weapons faces by clicking on the [Groups] tab
Delete the groups named gun01 or material8 etc... Just don't delete your models groups...

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 animation lines:

animations

```
|||||||idle **.skc
|||||||reload **.skc
|||||||rechamber **.skc
....
```

With [Your model name].skc:

animations

|||||||idle [Your model name].skc

|||||||reload [Your model name].skc

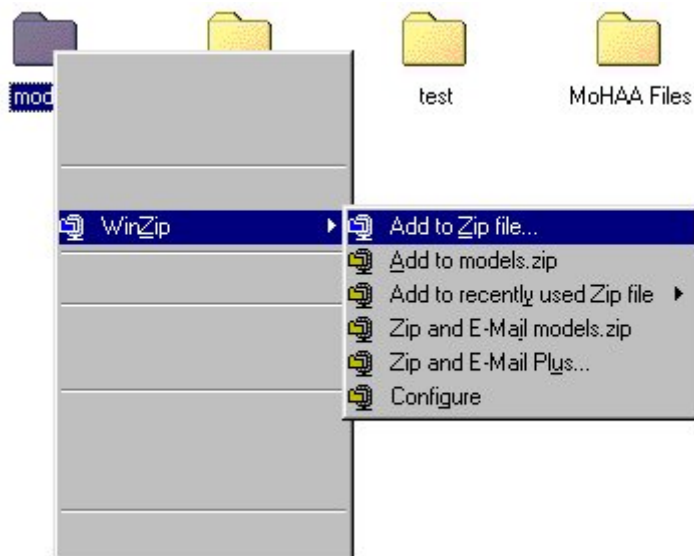
|||||||rechamber [Your model name].skc

....

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 exist 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!](#)

?2004 This page is fully made with Notepad.