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Subject: Re: Making\texturing a chinook for renegade  
Posted by [Reaver11](#) on Sun, 08 Jun 2008 10:39:22 GMT  
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LR01 wrote on Sun, 08 June 2008 20:00uhm, I don't think you ever can change extensions like .jpg to .tga in a hexeditor, since it has to do with how the file is saved and so

but uhm, don't you need something like photoshop?

I think you dont get it

This model was pre-made it is already textured BUT it is textured with .jpg, Thus I need to convert the textures but I will also have to change it on the mesh.

Example -> Mesh1 is textured with the file vent.jpg I need to change that in Renx or with a hex editor in the .w3d file of the chinook to .tga.

So you get -> Mesh1 is textured with the file vent.tga  
And that is stored in the .w3d file.

And I dont know how to do that ;p

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