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Subject: How to edit w3d files (Replace model players)

Posted by [Misty](#) on Mon, 04 Aug 2025 01:43:38 GMT

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Hi. Since the game is old, there are almost no guides on this topic on the internet. I need help with how to open and modify models in W3D format.

The problem is that when I try to open a model from Renegade in W3D using GMax/3D Max Importer plugins, it doesn't display the soldier, skeleton, or any other content.

In my case, I want to replace the default character models, such as replacing the default Deadeye to Logan and all the other characters. The problem is that I don't know where the game is linking player models from text files, or if it's even hardcoded.

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