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Subject: Searching a w3d file

Posted by [Di3HardNL](#) on Wed, 19 Dec 2007 20:08:42 GMT

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I ripped this tower out of mp\_field.w3d (that file contains whole map C&C Field). The original name of the tower is MP\_FIELD.TOWER\_01 Or TOWER\_01

I added a emitter to it in RenX (only 1 side yet to test), and it should look like this in renegade :: But it does only in W3d Viewer. Anyone knows the CORRECT W3d File/NAME? thankss

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Subject: Re: Searching a w3d file

Posted by [Scrin](#) on Wed, 19 Dec 2007 21:57:04 GMT

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Di3HardNL wrote on Wed, 19 December 2007 14:08I ripped this tower out of mp\_field.w3d (that file contains whole map C&C Field). The original name of the tower is MP\_FIELD.TOWER\_01 Or TOWER\_01

I added a emitter to it in RenX (only 1 side yet to test), and it should look like this in renegade :: But it does only in W3d Viewer. Anyone knows the CORRECT W3d File/NAME? thankss

help him someone

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Subject: Re: Searching a w3d file

Posted by [Gen\\_Blacky](#) on Thu, 20 Dec 2007 00:39:41 GMT

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like this

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Subject: Re: Searching a w3d file

Posted by [Di3HardNL](#) on Thu, 20 Dec 2007 06:59:34 GMT

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exactly

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Subject: Re: Searching a w3d file  
Posted by [Di3HardNL](#) on Thu, 20 Dec 2007 15:54:37 GMT  
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I hope it is not to much asked, but what filenames/w3d's do you have for this lamp? thanks

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Subject: Re: Searching a w3d file  
Posted by [Gen\\_Blacky](#) on Thu, 20 Dec 2007 18:24:36 GMT  
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i will find out after i get home.

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Subject: Re: Searching a w3d file  
Posted by [Jerad2142](#) on Thu, 20 Dec 2007 18:26:45 GMT  
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You gave it the wrong texture for starters, check the field mix and see if the correct texture is in there.

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Subject: Re: Searching a w3d file  
Posted by [Di3HardNL](#) on Thu, 20 Dec 2007 19:30:59 GMT  
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ohh i didnt know it would matter if i changed the texture a bit.. do you know the original texture .dds/.tga name? because i dont know if i can find it.

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Subject: Re: Searching a w3d file  
Posted by [Gen\\_Blacky](#) on Thu, 20 Dec 2007 22:10:48 GMT  
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im not actually sure what w3d is because thats in a modded game.

In le lamp is (MP\_FIELD.LAMP) and the light is (MP\_FIELD\_EMIS.EMIS\_LITE)

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Subject: Re: Searching a w3d file  
Posted by [Di3HardNL](#) on Fri, 21 Dec 2007 11:28:51 GMT  
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okk hmm thanks for those files, but the w3d filenames are different it seems but you have them in your folder i thought, so what names do they have there?

thanks for your help so far

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Subject: Re: Searching a w3d file  
Posted by [Di3HardNL](#) on Fri, 21 Dec 2007 22:27:12 GMT  
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or could you show in just a few steps how you did it?

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Subject: Re: Searching a w3d file  
Posted by [Gen\\_Blacky](#) on Sat, 22 Dec 2007 17:33:04 GMT  
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ill ask the guy who made it , its a modded game so ever thing is in always.dat

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Subject: Re: Searching a w3d file  
Posted by [Scrin](#) on Mon, 24 Dec 2007 19:12:33 GMT  
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help this dude, he done good work with modding

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Subject: Re: Searching a w3d file  
Posted by [Di3HardNL](#) on Mon, 24 Dec 2007 20:21:49 GMT  
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genblacky who was the guy that made this for you? i could chat with him, because i know your busy and stuff

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Subject: Re: Searching a w3d file  
Posted by [Gen\\_Blacky](#) on Tue, 25 Dec 2007 04:37:13 GMT  
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hes never on

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Subject: Re: Searching a w3d file  
Posted by [Di3HardNL](#) on Tue, 25 Dec 2007 14:33:58 GMT  
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oh i wished i could have a answer on my question in <1week

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but it is ok, there is no rush

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Subject: Re: Searching a w3d file  
Posted by [\\_SSnipe\\_](#) on Tue, 25 Dec 2007 16:29:56 GMT  
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HERES ONE KINDA LIKE IT  
<http://laeubi.laeubi-soft.de/index.php?go=halo&sub=modfiles&tl=5>

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Subject: Re: Searching a w3d file  
Posted by [crazfulla](#) on Tue, 25 Dec 2007 17:02:13 GMT  
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you can download the lamp in gmax format from renhelp.net

textured and ready to go

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Subject: Re: Searching a w3d file  
Posted by [Di3HardNL](#) on Tue, 25 Dec 2007 18:31:54 GMT  
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wow nice model thanks for advice, but still i dont know what is the filename of the lamps?

its not light\_posts

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Subject: Re: Searching a w3d file  
Posted by [Scrin](#) on Tue, 25 Dec 2007 19:34:42 GMT  
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he wanted to know what alwase.dat's w3d file name for this lamps (from field or other maps) to modify and replace them serversided

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Subject: Re: Searching a w3d file  
Posted by [mrŁŦŦŦ-z](#) on Tue, 25 Dec 2007 20:17:41 GMT  
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replace serverside?

---

Subject: Re: Searching a w3d file  
Posted by [Gen\\_Blacky](#) on Wed, 26 Dec 2007 00:59:56 GMT  
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i can tell u the w3d name of emiiter but u cant just place emiiter and it magically works.

---

Subject: Re: Searching a w3d file  
Posted by [Di3HardNL](#) on Wed, 26 Dec 2007 13:20:28 GMT  
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ok, can't you explain how it has to be done?

I can work with renx and leveledit

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Subject: Re: Searching a w3d file  
Posted by [Slave](#) on Wed, 26 Dec 2007 22:56:36 GMT  
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I made the texture myself, I think it was some edit from the sun texture. The emitter is made by myself too.

I put it in the RxD mod, as tiles to the map. I did not link them in any way to the lamps. I just placed them in the right location via leveledit.

The RxD mod uses a custom .mix map wich all clients have, so this is not done with server side magic.

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Subject: Re: Searching a w3d file  
Posted by [Scrin](#) on Wed, 26 Dec 2007 23:20:16 GMT  
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Slave wrote on Wed, 26 December 2007 22:56I made the texture myself, I think it was some edit from the sun texture. The emitter is made by myself too.

I put it in the RxD mod, as tiles to the map. I did not link them in any way to the lamps. I just placed them in the right location via leveledit.

The RxD mod uses a custom .mix map wich all clients have, so this is not done with server side magic.

you monster!

edit: what that RxD mod?

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Subject: Re: Searching a w3d file  
Posted by [Gen\\_Blacky](#) on Wed, 26 Dec 2007 23:31:45 GMT  
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i was waiting 4 you to come slave

So u just placed the emitter on the map with Level Edit

Edit: RXD isn't part of renegade community so don't worry about it.

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Subject: Re: Searching a w3d file  
Posted by [Di3HardNL](#) on Thu, 27 Dec 2007 12:22:30 GMT  
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So I just have to open field terrain in leveledit, and then add the (w3d) emitter to terrain, and get it in the right place?

I dont get how it works online, because you have to save it as C&C\_Field.mix so it overwrites

I think i dont understand it yet

slave thank you tho, you putted me on the right way

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Subject: Re: Searching a w3d file  
Posted by [Slave](#) on Thu, 27 Dec 2007 12:50:54 GMT  
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Exactly like you said. But in RxD it's no problem, because everyone has the new .mix, so everyone sees it.

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Subject: Re: Searching a w3d file  
Posted by [Di3HardNL](#) on Wed, 16 Jan 2008 22:24:34 GMT  
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hey i know i am a little late with my reply but i still cant manage to make it..  
first i opened field terrain in Jonwil's leveledit, then i 'Add' the light emitter and then 'Make' it , but it says unable to split node!

I think i completely lost track :/ could you show a little ss's from how you did it Slave? That would be really awesome (since i don't understand leveledit for that good yet, im only good with renx)

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Subject: Re: Searching a w3d file  
Posted by [Gen\\_Blacky](#) on Wed, 16 Jan 2008 22:49:23 GMT  
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you need to make a tile not terrain.

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Subject: Re: Searching a w3d file  
Posted by [Slave](#) on Wed, 16 Jan 2008 23:29:03 GMT  
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Yes, what he said.

And since emitters cannot be dragged around I suggest you make a dummy object of the emitter too.

You than spawn the dummy emitter on the map and drag the dummy cube to where you want it.

When happy with the location of the dummy emitter, go to Objects->Replace selection (or something), and replace the dummy emitter with the tile emitter. The tile emitter is then frozen into position.

Why not using dummy emitters only? Dummy emitters are only visible for the host. Tile emitters for everyone who has the mod.

If the above sounded like "blablabla" Ill post some screenshots later.

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Subject: Re: Searching a w3d file  
Posted by [Gen\\_Blacky](#) on Thu, 17 Jan 2008 02:32:56 GMT  
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Subject: Re: Searching a w3d file  
Posted by [Scrin](#) on Thu, 17 Jan 2008 08:51:37 GMT  
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Gen\_Blacky wrote on Wed, 16 January 2008 20:32

lol nice

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Subject: Re: Searching a w3d file  
Posted by [Di3HardNL](#) on Thu, 17 Jan 2008 16:20:49 GMT  
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Allright so i added those emitters in Leveledit like in my screenshot exactly as you did in your ss's

(.tga is missing but that can be fixed later on in w3dviewer) but when i save it as C&C\_Field.mix and then try to load the map in renegade it is missing the whole terrain :/

Maybe i didnt open every file for the field map, so that might be why it misses stuff?

I 'Make'ed this 2 terrain settings.. thanks for your help

---

Subject: Re: Searching a w3d file  
Posted by [Gen\\_Blacky](#) on Thu, 17 Jan 2008 19:30:39 GMT  
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just open .lvl file

<ftp://ftp.westwood.com/pub/renegade/tools/Multiplayerlevels.zip>

---

Subject: Re: Searching a w3d file  
Posted by [Slave](#) on Fri, 18 Jan 2008 16:50:38 GMT  
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Overwriting an existing mix file means certain death.  
The file you have just overwritten contained the terrain, wich your current mix doesnt have.

---

Subject: Re: Searching a w3d file  
Posted by [The Elite Officer](#) on Fri, 18 Jan 2008 16:53:40 GMT  
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You have to create a new .mix OR if you play on a map, then minimize renegade make some changes then save it again the terrian will be missing.

---

Subject: Re: Searching a w3d file  
Posted by [Di3HardNL](#) on Fri, 18 Jan 2008 18:11:35 GMT  
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Thanks alot it finally worked out for me! really, slave and genblacky you guys are great

Only 1 thing, could it get to work online? (clientsided) if your not the host i mean?

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Subject: Re: Searching a w3d file  
Posted by [The Elite Officer](#) on Fri, 18 Jan 2008 18:42:16 GMT  
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No because the map would be different then the one on the server so you would get a "Version Mismatch" error from the server. Because then people could put unfair advantages on there and put other random vech spawners.

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Subject: Re: Searching a w3d file  
Posted by [Gen\\_Blacky](#) on Fri, 18 Jan 2008 18:47:25 GMT  
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might be able to be server side but i would have to test

most likely its not.

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Subject: Re: Searching a w3d file  
Posted by [Scrin](#) on Fri, 18 Jan 2008 19:45:03 GMT  
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Gen\_Blacky wrote on Fri, 18 January 2008 13:47might be able to be server side but i would have to test

most likely its not.

damn, its very sad

but in your ss (wol) there also some other players ingame (player list)

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Subject: Re: Searching a w3d file  
Posted by [The Elite Officer](#) on Fri, 18 Jan 2008 19:51:35 GMT  
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---

Scrin wrote on Fri, 18 January 2008 14:45Gen\_Blacky wrote on Fri, 18 January 2008 13:47might be able to be server side but i would have to test

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damn, its very sad

but in your ss (wol) there also some other players ingame (player list)

He could have hosted the game you fucking mean lady.....so then the xustom map would work you penis fucker/licker.

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Subject: Re: Searching a w3d file

Posted by [Di3HardNL](#) on Fri, 18 Jan 2008 20:08:48 GMT

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The Elite Officer wrote on Fri, 18 January 2008 20:51Scrin wrote on Fri, 18 January 2008 14:45Gen\_Blacky wrote on Fri, 18 January 2008 13:47might be able to be server side but i would have to test

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but in your ss (wol) there also some other players ingame (player list)

He could have hosted the game you fucking mean lady.....so then the xustom map would work you penis fucker/licker.

whats the matter Elite Officer? No swearing in my topics!!

And Genblacky did you find some results?

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