Subject: W3D zh to W3D Renegade

Posted by samous on Thu, 18 Sep 2008 01:12:25 GMT

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Could anyone Convert these files, they are originall W3D files from ZH, but I would like them to replace the C-130 in Renegade. Most likely, you should just be-able to delet the ZH bones, add Renegade Bones, and a WorldBox. If there any skilled W3D modders out there for renegade, here is a chlange. Than j You

=Samous

EDIT: oops, forgot the file. Here it is.

## File Attachments

1) Convert\_w3d.zip, downloaded 168 times

Subject: Re: W3D zh to W3D Renegade

Posted by Samous Mods on Thu, 18 Sep 2008 05:09:50 GMT

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samous wrote on Wed, 17 September 2008 20:12Could anyone Convert these files, they are originall W3D files from ZH, but I would like them to replace the C-130 in Renegade. Most likely, you should just be-able to delet the ZH bones, add Renegade Bones, and a WorldBox. If there any skilled W3D modders out there for renegade, here is a chlange. Than You

=Samous

EDIT: oops, forgot the file. Here it is. post all textures for these models

Subject: Re: W3D zh to W3D Renegade

Posted by danpaul88 on Thu, 18 Sep 2008 07:47:25 GMT

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samous wrote on Thu, 18 September 2008 02:12Could anyone Convert these files, they are originall W3D files from ZH, but I would like them to replace the C-130 in Renegade. Most likely, you should just be-able to delet the ZH bones, add Renegade Bones, and a WorldBox. If there any skilled W3D modders out there for renegade, here is a chlange. Thanj You

=Samous

EDIT: oops, forgot the file. Here it is.

It's already been done, see Scud Storm.

Subject: Re: W3D zh to W3D Renegade

Posted by samous on Fri, 19 Sep 2008 01:57:50 GMT

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I'm aware of what scud storm has and is, but I can't take any of thier files, and redistrubute them with my uses. The Textures I thaught where not important, but i will look for them. Problem is there are THOUSANDS of textures used, and not as orginized as renegade.

=Samous