
Subject: Tech w3ds and dds

Posted by [slosha](#) on Sun, 14 Dec 2008 09:16:35 GMT

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I want the "reborn nod engi" to be the tech. So, in order to do that, i must change all of the files for the reborn engi to those of the tech. what are all the names of these?

this will work right?

Subject: Re: Tech w3ds and dds

Posted by [Di3HardNL](#) on Tue, 16 Dec 2008 18:58:46 GMT

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didn't see this lol

But what are you using is just re-naming them, that isn't possible (or maybe with HexEditor)

I just do

- open the reborn engineer (w3d) model in renx. Can't remember its filename, would have to search in W3DViewer.

- Set the texture to it again, then bone him. (if you don't know how to do that find the tutorial on renhelp of boning characters by Hero1221)

- Export to renegade technican filename into data.

So it actually isn't that easy, because rear models are hard to bone because sometimes parts are to big or whatever, then you would have to bone them manually.

Subject: Re: Tech w3ds and dds

Posted by [ErroR](#) on Tue, 16 Dec 2008 19:22:44 GMT

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if i import i'm getting only the head.. or other bad things and i think the w3d is c_nod_tc and dds c_nod_tc

Subject: Re: Tech w3ds and dds

Posted by [Di3HardNL](#) on Tue, 16 Dec 2008 19:30:59 GMT

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you should import with skeleton

Subject: Re: Tech w3ds and dds
Posted by [slosha](#) on Tue, 16 Dec 2008 22:07:13 GMT
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damn i wuz hopin it was that simple :\

renx wudnt open w3d files so i deleted it u shud totally do it for me
