
Subject: Single Player Missions
Posted by [Burn](#) on Thu, 28 May 2009 13:54:49 GMT
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Quick question- do we have access to the .gmax or .w3d files for the single player missions?
There are some sections of level 4 I'd like to chop off and use on my map but can't seem to find a way to.

Thanks!

Subject: Re: Single Player Missions
Posted by [ErroR](#) on Thu, 28 May 2009 13:58:26 GMT
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there are .lvl level edit files on game-maps but i doubt there are gmax of terrain. But the .w3d is found in the mission map file, M04, open it with RenegadeEx or XCC mixer

Subject: Re: Single Player Missions
Posted by [Burn](#) on Thu, 28 May 2009 14:01:08 GMT
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I think you're right. I didn't think Westwood would have released the .gmax files for all their single player missions. I was really thinking it would come in the form of w3d. The only problem with this is when I import the .w3d of the mission into RenX, it's completely untextured.

Subject: Re: Single Player Missions
Posted by [Reaver11](#) on Fri, 29 May 2009 11:38:54 GMT
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It shouldn't be untextured. In gmax it should look textured when importing it but when you export it then the textures are gone. All you need to do is reapply all the texture to the correct terrain pieces.

I don't really know another way

Subject: Re: Single Player Missions
Posted by [ErroR](#) on Fri, 29 May 2009 11:43:23 GMT
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it looks textured upon import only if the textures are in the same path as the w3d

Subject: Re: Single Player Missions
Posted by [Stefan](#) on Fri, 29 May 2009 14:44:55 GMT
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There's a max file of the first 'real' level (level 0)... though i doubt they released any of the other levels...
