Subject: [TOOL] chunky
Posted by saberhawk on Sun, 24 Jun 2012 12:29:45 GMT
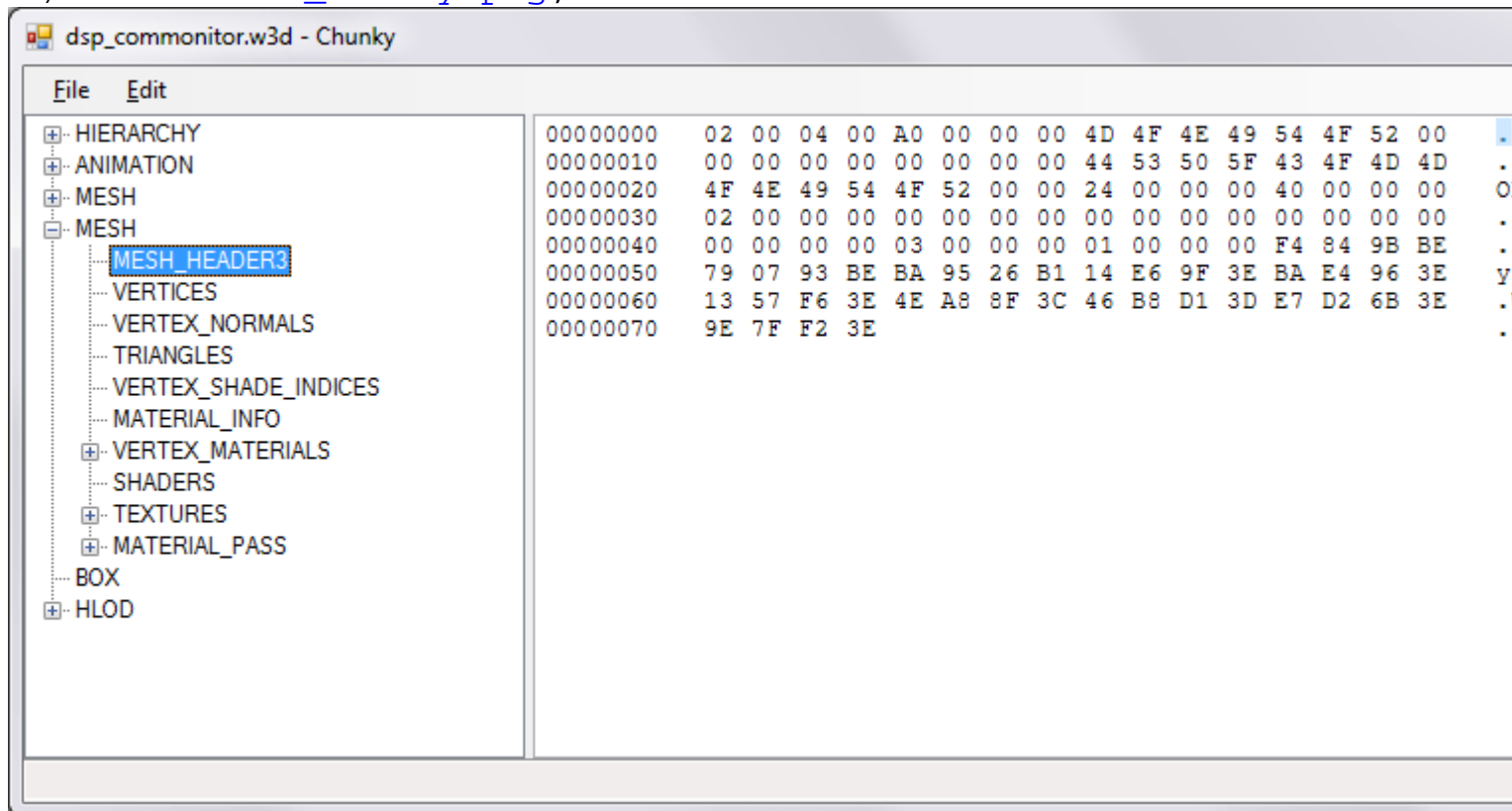View Forum Message <> Reply to Message

Chunky is a simple hex editor that understands the chunked file format used by many files in Renegade. Full editing is supported inside chunks, but you currently can't add or remove chunks.

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Subject: Re: [TOOL] chunky
Posted by Omar007 on Sun, 24 Jun 2012 12:56:49 GMT
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Very nice

Subject: Re: [TOOL] chunky
Posted by reborn on Sun, 24 Jun 2012 13:16:04 GMT
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Suppose I didn't know what this might be useful for, what would this enable?

Subject: Re: [TOOL] chunky
Posted by Generalcamo on Sun, 24 Jun 2012 13:30:18 GMT
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It is very easy to modify textures inside w3d files now. Mostly for modders.

EDIT: Chunky doesn't support windows XP? What the...

Subject: Re: [TOOL] chunky
Posted by saberhawk on Sun, 24 Jun 2012 13:32:14 GMT
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reborn wrote on Sun, 24 June 2012 06:16Suppose I didn't know what this might be useful for, what would this enable?

It allows you to easily view the hierarchy in a chunked file (like .w3d, .ddb, .ldd, .lsd, etc), select individual chunks, edit them, and potentially add or remove bytes without needing to manually update the size field of the chunk.

Subject: Re: [TOOL] chunky
Posted by saberhawk on Sun, 24 Jun 2012 13:33:23 GMT
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Generalcamo wrote on Sun, 24 June 2012 06:30
EDIT: Chunky doesn't support windows XP? What the...

What!? This definitely wasn't intended, are you getting any specific errors?

Subject: Re: [TOOL] chunky
Posted by Generalcamo on Sun, 24 Jun 2012 13:35:30 GMT
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I am getting no specific errors. Just the error message where it says "we have encountered a problem, send this error report to microsoft which doesn't do anything" According to my event viewer, this is a Net Runtime 2.0 problem. I'm downloading that now, see if it fixes it. I doubt it though.

EDIT: Looks like it isn't. 2.0 is also fully updated, even with the second service pack.

EDIT2: According to the Event Viewer, this is the full error:

Event Type: Error
Event Source: .NET Runtime 2.0 Error Reporting
Event Category: None
Event ID: 1000
Date: 6/24/2012
Time: 9:40:14 AM
Description:
Faulting application chunky.exe, version 1.0.0.0, stamp 4fe70761, faulting module mscorjit.dll, version 2.0.50727.3634, stamp 4ef6c166, debug? 0, fault address 0x00011baa.

Subject: Re: [TOOL] chunky
Posted by NACHO-ARG on Sun, 24 Jun 2012 17:18:16 GMT
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much apreciated saberhawk.

Subject: Re: [TOOL] chunky
Posted by Sean on Sun, 24 Jun 2012 18:52:39 GMT
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Nice name

Chunky.

Subject: Re: [TOOL] chunky
Posted by reborn on Mon, 25 Jun 2012 09:31:00 GMT
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Very cool!

Subject: Re: [TOOL] chunky
Posted by iRANian on Mon, 25 Jun 2012 10:09:27 GMT
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Nice.

Subject: Re: [TOOL] chunky
Posted by Gen_Blacky on Mon, 25 Jun 2012 14:15:26 GMT
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Sweet.

Subject: Re: [TOOL] chunky
Posted by roszek on Thu, 28 Jun 2012 11:55:20 GMT
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Generalcamo wrote on Sun, 24 June 2012 06:30
EDIT: Chunky doesn't support windows XP? What the...

I have no problems running it under XP.

Subject: Re: [TOOL] chunky
Posted by Mauler on Mon, 02 Jul 2012 14:21:59 GMT
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So is the Chunk tool that can be used to properly display lightmaps?

Subject: Re: [TOOL] chunky
Posted by saberhawk on Mon, 02 Jul 2012 15:58:16 GMT
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Mauler wrote on Mon, 02 July 2012 07:21So is the Chunk tool that can be used to properly display
lightmaps?

Not sure if I understood this correctly. If you are asking if this tool can be used to modify .w3d files
in order to add PRELIT_ chunks, the answer is no (chunks currently cannot be added, removed,
or reordered).

Subject: Re: [TOOL] chunky
Posted by Mauler on Tue, 03 Jul 2012 22:36:34 GMT
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I asked due to a previous PM i sent you earlier about WLT files,

and you replied with this

Quote:The chunk tool will be released when it's done, the wlt plugin is attached. You will need the
Visual Studio 2010 Redistributable package installed.

Quote:The wlt file just contains lights that are imported into LevelEdit for dynamic objects. The
chunk tool takes 3 or 5 different exported w3d files (depending on whether or not alternate

---

materials are used aka destroyed building materials/lights) and turns them into a single w3d file with proper lightmap chunks so that the lighting mode setting in wwconfig works and the game/LE don't try applying vertex lighting.

So that's why i asked if this was the chunk tool you had mentioned that would create a new W3D with the prelit chunks

But i'm guessing this is different