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Subject: How to edit w3d files (Replace model players)

Posted by [Misty](#) on Mon, 04 Aug 2025 01:43:38 GMT

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Hi. Since the game is old, there are almost no guides on this topic on the internet. I need help with how to open and modify models in W3D format.

The problem is that when I try to open a model from Renegade in W3D using GMax/3D Max Importer plugins, it doesn't display the soldier, skeleton, or any other content.

In my case, I want to replace the default character models, such as replacing the default Deadeye to Logan and all the other characters. The problem is that I don't know where the game is linking player models from text files, or if it's even hardcoded.

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Subject: Re: How to edit w3d files (Replace model players)

Posted by [Jerad2142](#) on Mon, 04 Aug 2025 02:31:05 GMT

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Misty wrote on Sun, 03 August 2025 19:43:Hi. Since the game is old, there are almost no guides on this topic on the internet. I need help with how to open and modify models in W3D format.

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The w3d importer in gmax is a bit buggy and dated, there is a 2023 version for Max that you can find on [w3dhub.com](http://w3dhub.com) that'll do a much better job of importing correctly.

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Subject: Re: How to edit w3d files (Replace model players)

Posted by [Misty](#) on Mon, 04 Aug 2025 04:13:53 GMT

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Okay, then what's a simple method how to replace the standart player model?

When I replace the w3d standard gdi model file with another nod to (i.e., rename it), the third-person player becomes invisible.

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Subject: Re: How to edit w3d files (Replace model players)

Posted by [Jerad2142](#) on Tue, 05 Aug 2025 15:26:46 GMT

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When you export your making sure to use the human skeletons right?

This tutorial has most the basics, it doesn't cover setting the collision and ob box on the worldbox but otherwise its all there:

<https://w3dhub.com/forum/topic/414831-rigging-a-character/#comment-607493>

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