Subject: GAH!!!!!!!
Posted by ----- on Sat, 02 Aug 2003 23:23:08 GMT
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Does anyone know how to change the texture reference in a w3d file?

Subject: GAH!!!!!!!
Posted by YSLMuffins on Sat, 02 Aug 2003 23:29:53 GMT
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Take the texture that is referenced and replace it with the texture you want?

Subject: GAH!!!!!!!
Posted by ----- on Sat, 02 Aug 2003 23:32:18 GMT
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:/ I dont think that will work its something to do with editing the actual reference in the file itself.
You see I am trying to create a new soldier with new textures without replacing the old ones.

Subject: GAH!!!!!!!
Posted by SomeRhino on Sun, 03 Aug 2003 17:12:51 GMT
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Fire up a hex editor, search the Ascii data of the W3D file for references to the original texture. It
will have a .tga extension. Your new texture filename must be the same amount of characters as
the old one. Now, replace every instance of the old name with the new name, do not add or delete
any of the information, just overwrite it. Save the file, and it should be good to go. I would
recommend just replacing the texture file, because you can't rename W3D files without crashing
the engine anyways, since the meshes are name according to the file name. If you want to
rename the W3D, you would probably have to replace every instance of the file name contained
within the file, and I'm sure that there would be alot of them.

Subject: GAH!!!!!!!
Posted by ----- on Mon, 04 Aug 2003 00:06:42 GMT
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heh, yeah it sounds like too much work.