Subject: How do I edit w3d's?
Posted by Ferhago on Sun, 10 Aug 2003 10:00:22 GMT
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I am trying to make a blue tiberium flechette gun and need to edit the Tracer_Green.w3d file to make the bullets blue as well.

I tried loading up the file in renx but it wont recognize it.

Any suggestions on what I should do?

Subject: How do I edit w3d's?
Posted by General Havoc on Sun, 10 Aug 2003 10:07:19 GMT
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W3D Importer, can't remember where you can get it, but try the ModX. I have a half finished W3D Importer tutorial somewhere, I'll have to finish that one day.

Subject: How do I edit w3d's?
Posted by Ferhago on Sun, 10 Aug 2003 10:25:33 GMT
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I found it. Problem is it seems to load every w3d BUT the green tracer.

Whenever I try to load the tracer it does displays this message

http://www.n00bstories.com/image.fetch.php?id=1362878075

Subject: How do I edit w3d's?
Posted by pulverizer on Sun, 10 Aug 2003 10:35:42 GMT
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is it a emitter? because I don't think you can import an emitter.

Subject: How do I edit w3d's?
Posted by Dante on Sun, 10 Aug 2003 10:47:30 GMT
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its just a 3 sided plain, make one

Subject: How do I edit w3d's?
Posted by Ferhago on Sun, 10 Aug 2003 11:11:46 GMT
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Never mind then. I dont know how to use gmax

Subject: How do I edit w3d's?
Posted by General Havoc on Sun, 10 Aug 2003 12:02:24 GMT
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Not even to make a box?

Go into RenX and make a box using the box tool. Make it any dimension. Go to the settings tab and make the box something like 0.05 * 0.05 * 0.1 (WxHxL) then change the color of it using the color picker. Click File > Export and call it Tracer_green and save it to your renegade data directory using the default settings on export. Done.

Subject: How do I edit w3d's?
Posted by Ferhago on Sun, 10 Aug 2003 12:27:25 GMT
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Awww nevermind.

I found out I couldnt make it the way I wanted anyway