
Subject: Re: new tool now available, w3dren
Posted by [Jerad2142](#) on Wed, 17 Jan 2007 20:32:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Blazea58 wrote on Mon, 15 January 2007 09:44 This seems very useful for a map like roleplay 2 where i have over 7000 objects, and nearly 1k textures which all have horrible naming. What if you are to rename an alpha channel with it, will it loose the alpha? Maybe you can add an optional thing for changing sizes of the texture? That would be handy for large tasks of resizing.

That would not do much good if the texture was UMW wrapped.
But this program is going to be useful, even though it will get rid of some security that we would otherwise have (naming the 3D model with you initials or something like that for the smaller mods).
