
Subject: Re: Mod/Editing Tools and Stuff

Posted by [Zion](#) on Tue, 24 Apr 2007 08:32:22 GMT

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To edit the raw data you need gmax and the renx plugin (freeware) or 3dsMax8 (not 9) with the w3d tools plugin (shareware) and modelling skills.

To edit how the models actually perform ingame you need Commando Level Edit (Level Edit or 'LE' for short) which can be downloaded from www.renegadezone.com's website (search the editing tools section, named Renegade Public Tools 2). You can get the upgraded version from jonwil himself or there are bound to be links around the web.

Other misc tools you may need are:

photoshop and the DXT plugin (for .dds textures)
XCC Mixer or RenegadeEx
w3d importing scripts for max and gmax

This is the Renegade Modifications forum and you will get assistance from the nice users of Renegade Forums here, so if you need help, just ask.
