

---

Subject: GAH!!!!!!

Posted by [SomeRhino](#) on Sun, 03 Aug 2003 17:12:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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.

---