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Subject: Re: Tech w3ds and dds

Posted by [Di3HardNL](#) on Tue, 16 Dec 2008 18:58:46 GMT

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didn't see this lol

But what are you using is just re-naming them, that isn't possible  
(or maybe with HexEditor)

I just do

- open the reborn engineer (w3d) model in renx. Can't remember its filename, would have to search in W3DViewer.

- Set the texture to it again, then bone him. (if you don't know how to do that find the tutorial on renhelp of boning characters by Hero1221)

- Export to renegade technican filename into data.

So it actually isn't that easy, because rear models are hard to bone because sometimes parts are too big or whatever, then you would have to bone them manually.

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