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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?

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