
Subject: WDUMP -- little used program that should be used more.

Posted by [Anonymous](#) on Sun, 13 Oct 2002 06:10:00 GMT

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For the new people out there - who are interested in animation/material effects/colors. In your Renegade Tools directory - there is a little known program called WDUMPthis little program will allow you to look at W3D's that are all ready made - and see all the settings you need to duplicate the effects. So - for example - i wanted to duplicate the water effects on the Islands map (the tunnels). I used xccmixer to open the level - extracted the tunnel w3d and then used wdump to look at the settings. Instant effects. I have found that the W3D_Chunk_Vertex_Materials to be the most useful item. There really isnt a readme on this program - but if you play around with it - you should be able to figure it out. If you have any questions - just ask. *Kudo's to Gregg and Bumpaneer for help on this*

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Posted by [Anonymous](#) on Sun, 13 Oct 2002 08:22:00 GMT

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I think it's probably the most useful tool the Renegade Tools came with, and it's not very well known. Take time to figure it out.

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Posted by [Anonymous](#) on Sun, 13 Oct 2002 15:02:00 GMT

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Has anyone written a tutorial for it?

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Posted by [Anonymous](#) on Sun, 13 Oct 2002 15:11:00 GMT

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Wow, I've used this program before, but now I see it's potential. I can print off the vertex coordinates and assemble them into an ASC file. From there, I can convert it to 3ds (thus allowing me to use it in gmax.) It is a very useful program.

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Posted by [Anonymous](#) on Sun, 13 Oct 2002 18:04:00 GMT

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The tunnel walls have that moving (not scrolling) texture, how would I use wdump to find out how to do that? [October 13, 2002, 18:05: Message edited by: Havoc298374]

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Posted by [Anonymous](#) on Sun, 13 Oct 2002 20:14:00 GMT

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I wish, however, that you could actually dump sections of w3ds to the clipboard or a text file. I want to copy text from the program, but I can't. It would be alot more useful than it already is.

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Posted by [Anonymous](#) on Sun, 13 Oct 2002 23:05:00 GMT

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http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic;f=5;t=024975

Subject: WDUMP -- little used program that should be used more.

Posted by [Anonymous](#) on Mon, 14 Oct 2002 09:41:00 GMT

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quote:Originally posted by Havoc298374:The tunnel walls have that moving (not scrolling) texture, how would I use wdump to find out how to do that?The texture settings are under the W3D_Chunk_Vertex_Materials setting - you can then use that info to duplicate the settings on your materials.
