Subject: new tool now available, w3dren
Posted by jonwil on Mon, 15 Jan 2007 12:16:14 GMT
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w3dren is a tool that can rename a w3d file and optionally a texture inside that file.

It can be downloaded from http://www.sourceforge.net/projects/rentools/
To run it type w3dren infile outfile [oldtex newtex]
infile is the name of the old w3d file
outfile is the name of the new w3d file
oldtex and newtex are optional and specify the old and new names of the texture to rename.

If anyone would like to see other w3d manipulation functionality added (e.g. renaming meshes), please let me know and I will add it if I can.

Subject: Re: new tool now available, w3dren
Posted by Zion on Mon, 15 Jan 2007 12:34:00 GMT
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Good stuff!

So this can only rename the textures used on the mesh, not what mesh uses what texture?

If so, good, it'll mean you don't have to go back to the source and re-export with the 'new'/'fixed' textures.

Subject: Re: new tool now available, w3dren
Posted by jonwil on Mon, 15 Jan 2007 12:52:28 GMT
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It just changes the texture filename. Nothing else.

Subject: Re: new tool now available, w3dren
Posted by Di3HardNL on Mon, 15 Jan 2007 15:25:04 GMT
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thnx

Subject: Re: new tool now available, w3dren

Posted by Blazea58 on Mon, 15 Jan 2007 16:44:55 GMT

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This seems very useful for a map like roleplay 2 where i have over 7000 objects, and nearly 1k textures which all have horrible naming. What if you are to rename an alpha channel with it, will it loose the alpha? Maybe you can add an optional thing for changing sizes of the texture? That would be handy for large tasks of resizing.

Subject: Re: new tool now available, w3dren
Posted by Jerad2142 on Wed, 17 Jan 2007 20:32:29 GMT

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Blazea58 wrote on Mon, 15 January 2007 09:44This seems very useful for a map like roleplay 2 where i have over 7000 objects, and nearly 1k textures which all have horrible naming. What if you are to rename an alpha channel with it, will it loose the alpha? Maybe you can add an optional thing for changing sizes of the texture? That would be handy for large tasks of resizing.

That would not do much good if the texture was UMV wrapped.
But this program is going to be useful, even though it will get rid of some security that we would otherwise have (naming the 3D model with you initials or something like that for the smaller mods).

Subject: Re: new tool now available, w3dren
Posted by Tankkiller on Thu, 18 Jan 2007 18:32:30 GMT

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Thanks, now I can easily import stuff from mods