
Subject: Mod/Editing Tools and Stuff

Posted by [Dreganius](#) on Tue, 24 Apr 2007 02:56:37 GMT

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don't know if this is the right place to put this but i think it is

instead of finding and going to each individual site and downloading all those renegade changer thingies (can't remember the name), can someone please post all the links to the editors that allow you to edit:

1 Guns

2 Characters

3 Vehicles

4 Buildings (i know it can be done)

5 Any patches that are vital to create the stuff

and if possible can you direct me to a really good Tutorial for these? i'm kinda new to the modding and editing thing, it looks aw3some (sry for l337) and i want to change some things in Ren to look more TibSun-ish. i hope to create a full mod package (like Tiberium Evolution) that changes most things to Tiberian Sun models...

TY FOR ANY HELP

Subject: Re: Mod/Editing Tools and Stuff

Posted by [Jerad2142](#) on Tue, 24 Apr 2007 03:10:38 GMT

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As far as tib sun goes, Reborn is already doing this, if you are interested in doing something like it you should talk to them and see if they need any help.

Subject: Re: Mod/Editing Tools and Stuff
Posted by [Genesis2001](#) on Tue, 24 Apr 2007 04:03:23 GMT
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As for tutorials, use this site for your help.

Thanks,
MathK1LL

Subject: Re: Mod/Editing Tools and Stuff
Posted by [Dreganius](#) on Tue, 24 Apr 2007 05:31:30 GMT
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ok thx, but what about the actual editors themselves? do you have links to the downloads?
and once i got all the files and learnt, who do i contact about helping with Reborn?

Subject: Re: Mod/Editing Tools and Stuff
Posted by [zunnie](#) on Tue, 24 Apr 2007 06:05:38 GMT
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<http://www.game-maps.net/?action=category&id=91>

Subject: Re: Mod/Editing Tools and Stuff
Posted by [Zion](#) on Tue, 24 Apr 2007 08:32:22 GMT
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To edit the raw data you need gmax and the renx plugin (freeware) or 3dsMax8 (not 9) with the w3d tools plugin (shareware) and modelling skills.

To edit how the models actually perform ingame you need Commando Level Edit (Level Edit or 'LE' for short) which can be downloaded from www.renegadezone.com's website (search the editing tools section, named Renegade Public Tools 2). You can get the upgraded version from jonwil himself or there are bound to be links around the web.

Other misc tools you may need are:

photoshop and the DXT plugin (for .dds textures)
XCC Mixer or RenegadeEx
w3d importing scripts for max and gmax

This is the Renegade Modifications forum and you will get assistance from the nice users of

Renegade Forums here, so if you need help, just ask.
