
Subject: Requesting Help with .w3d editing
Posted by [zkill1z](#) on Tue, 26 Jun 2007 03:09:00 GMT
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Ok - a little background information. I've been playing Renegade since its beta stages years and years ago, but never really got into modding. Alas, the time has come, and I will be doing a school project involving Renegade. Basically, I need to make one of the infantry units fat. Yes, you read it right, fat. I'll spare you the details unless you really want them =D Anyways, I've got gmax 1.2, XCC mixer and RenX, and the script for gmax which allows you to load .w3d files. I really had no idea where to start, so I opened up XCC mixer and extracted the GDI Deadeye .w3d file. I then tried to open it in gmax, but that never happened - the file didn't seem to load even though I did select it. I've gone as far as I can without help. Any suggestions would be greatly appreciated.

Subject: Re: Requesting Help with .w3d editing
Posted by [Canadacdn](#) on Tue, 26 Jun 2007 03:57:42 GMT
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A school project on Renegade? I'm confused. Why?

Subject: Re: Requesting Help with .w3d editing
Posted by [zkill1z](#) on Tue, 26 Jun 2007 04:13:44 GMT
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I knew somebody would hang on the details I'm doing it because I got teacher approval and I thought it would be better than writing a paper.

Subject: Re: Requesting Help with .w3d editing
Posted by [Cpo64](#) on Tue, 26 Jun 2007 05:35:55 GMT
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Basically your going to have to take the vertice's from the torso, and stretch them out until the character looks fat... o.O

Subject: Re: Requesting Help with .w3d editing
Posted by [_SSnipe_](#) on Tue, 26 Jun 2007 09:29:53 GMT
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fat=big bodys

Subject: Re: Requesting Help with .w3d editing
Posted by [Goztow](#) on Tue, 26 Jun 2007 11:20:24 GMT
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You mean you're trying to make a cheat, right? Let's not invent little stories...

Subject: Re: Requesting Help with .w3d editing
Posted by [Zion](#) on Tue, 26 Jun 2007 15:38:55 GMT
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Oh for fucks sake. He can't get the model into gmax, let alone edit it.

And if he cheats it's his problem, not ours.

Did you install the script correctly? Into ..\scripts\startup\ if i remember.

If so, goto the utilities tab (hammer) to the right of the screen, select "W3D Tools" and in the rollout under it click "Select w3d" or something like that. Then select your w3d file and click import.

Subject: Re: Requesting Help with .w3d editing
Posted by [zkill1z](#) on Tue, 26 Jun 2007 16:27:36 GMT
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It doesn't have to be fat, that was just a preliminary idea. It's a 3D model editing class and Renegade came to my mind...I do have the scripts loaded correctly, the .w3d models don't appear on my screen even after I load them. Was just wondering this there's a quick fix or if I'm missing something.

Geez, people jump to conclusions pretty fast here

Subject: Re: Requesting Help with .w3d editing
Posted by [reborn](#) on Tue, 26 Jun 2007 18:09:35 GMT
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izzaq wrote on tues, 26 June 2007 03.16

I've been following this tutorial here on (I REMOVED THE LINK)

Everything is fine on there except one step is a bit foggy. On step 6, it says to load the .w3d object so you can modify it, but I don't know where to find them. Basically what I'm trying to do is to make a "big body" hack instead of big head because those are way too obvious IMO. I guess I'll need the .w3d files for all the infantry in the game, but I can't seem to find them. Any help would be appreciated.

Edit: I think it has something to do with XCC mixer.

Looks like 4 hours later he got bored of no answers here, then decided to post on a cheat forum...
The truth comes out.

That or an amazing coincidence...

Don't help him.

Subject: Re: Requesting Help with .w3d editing
Posted by [jamiejrg](#) on Tue, 26 Jun 2007 18:26:40 GMT
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Reborn wrote on Tue, 26 June 2007 13:09: izzaq wrote on tues, 26 June 2007 03.16

I've been following this tutorial here on (I REMOVED THE LINK)

Everything is fine on there except one step is a bit foggy. On step 6, it says to load the .w3d object so you can modify it, but I don't know where to find them. Basically what I'm trying to do is to make a "big body" hack instead of big head because those are way too obvious IMO. I guess I'll need the .w3d files for all the infantry in the game, but I can't seem to find them. Any help would be appreciated.

Edit: I think it has something to do with XCC mixer.

Looks like 4 hours later he got bored of no answers here, then decided to post on a cheat forum...
The truth comes out.

That or an amazing coincidence...

Don't help him.

Good work Reborn, you deserve a promotion.

Edit, and to think I was about to help this guy.

Jamie

Subject: Re: Requesting Help with .w3d editing
Posted by [Canadacdn](#) on Tue, 26 Jun 2007 19:09:32 GMT
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lollers. I thought his story was stupid. Ban the motherfucker.

Subject: Re: Requesting Help with .w3d editing
Posted by [jamiejrg](#) on Tue, 26 Jun 2007 19:16:36 GMT
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Canadacdn wrote on Tue, 26 June 2007 14:09: lollers. I thought his story was stupid. Ban the motherfucker.

PWNED

Subject: Re: Requesting Help with .w3d editing
Posted by [Jonty](#) on Tue, 26 Jun 2007 20:47:19 GMT
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So am I the only person wondering why Reborn was browsing a cheat forum?

Subject: Re: Requesting Help with .w3d editing
Posted by [jamiejrg](#) on Tue, 26 Jun 2007 20:56:53 GMT
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Proly just googled

Subject: Re: Requesting Help with .w3d editing
Posted by [EvilWhiteDragon](#) on Tue, 26 Jun 2007 21:03:48 GMT
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Jonty wrote on Tue, 26 June 2007 22:47: So am I the only person wondering why Reborn was browsing a cheat forum?

Well, may I answer that for you?

Perhaps to keep up to date on what cheaters are doing nowadays.

Subject: Re: Requesting Help with .w3d editing
Posted by [sadukar09](#) on Tue, 26 Jun 2007 21:13:42 GMT
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^what a retard comes here and ask for help on a cheat

Subject: Re: Requesting Help with .w3d editing
Posted by [reckneya](#) on Wed, 27 Jun 2007 00:16:06 GMT
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Hey, can anyone help me get a script working that automatically puts my reticle on a specified color. It's not for a cheat lol, I'm just colorblind ㄟㄟ

Good work Reborn
