Subject: Tracer_green.w3d
Posted by _SSnipe_ on Wed, 30 Jan 2008 02:31:06 GMT
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How could i chance its color to blue?
(dont ask why its red i did not do it)

Subject: Re: Tracer_green.w3d
Posted by Di3HardNL on Wed, 30 Jan 2008 07:11:05 GMT
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you have to do it in RenX, just set a other material to it there

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Subject: Re: Tracer_green.w3d
Posted by _SSnipe_ on Wed, 30 Jan 2008 07:14:03 GMT
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so i upload to renx and then chance color or is there more to it?

And where could i get renx?

Subject: Re: Tracer_green.w3d
Posted by Di3HardNL on Wed, 30 Jan 2008 12:21:52 GMT
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If you have w3dviewer you should have got RenX to.
I open it through Start->allprograms->RenegadeTools->RenX

if you dont have it, download and install Gmax first, then install the Westwood Renegade tools

Gmax (3D Modeling/Level Design):
http://www.renhelp.net/downloads/gmax12.exe

Westwood Renegade Tools:(which contains w3dviewer,leveledit and renx)
http://www.renhelp.net/downloads/RenegadeToolsInstaller2.exe

Subject: Re: Tracer_green.w3d
Posted by _SSnipe_ on Wed, 30 Jan 2008 15:24:15 GMT

i instlled them but renx wont work..missing exe or somthing :S

Subject: Re: Tracer_green.w3d
Posted by Di3HardNL on Wed, 30 Jan 2008 15:30:32 GMT

then go to the folder where you installed Gmax in.

then gamepacks->westwood->renx-> then double click on renx icon

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Subject: Re: Tracer_green.w3d
Posted by _SSnipe_ on Wed, 30 Jan 2008 20:14:42 GMT

thanks

So how i open the w3d file into renx? wont let me....man all this to chance a color 0o

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Subject: Re: Tracer_green.w3d
Posted by The Elite Officer on Wed, 06 Feb 2008 19:40:40 GMT

Donwload the attachment and follow the instructions.

File Attachments
1) W3DImporter.zip, downloaded 139 times

Subject: Re: Tracer_green.w3d
Posted by Di3HardNL on Wed, 06 Feb 2008 19:45:34 GMT

i already helped him through pm

Subject: Re: Tracer_green.w3d
Posted by The Elite Officer on Wed, 06 Feb 2008 19:47:29 GMT

 but why PM when you could have posted the same thing here?