
Subject: W3D zh to W3D Renegade

Posted by [samous](#) on Thu, 18 Sep 2008 01:12:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Could anyone Convert these files, they are original W3D files from ZH, but I would like them to replace the C-130 in Renegade. Most likely, you should just be-able to delet the ZH bones, add Renegade Bones, and a WorldBox. If there any skilled W3D modders out there for renegade, here is a chlange. Thanj You

=Samous

EDIT: oops, forgot the file. Here it is.

File Attachments

1) [Convert_w3d.zip](#), downloaded 185 times

Subject: Re: W3D zh to W3D Renegade

Posted by [Samous Mods](#) on Thu, 18 Sep 2008 05:09:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

samous wrote on Wed, 17 September 2008 20:12 Could anyone Convert these files, they are original W3D files from ZH, but I would like them to replace the C-130 in Renegade. Most likely, you should just be-able to delet the ZH bones, add Renegade Bones, and a WorldBox. If there any skilled W3D modders out there for renegade, here is a chlange. Thanj You

=Samous

EDIT: oops, forgot the file. Here it is.
post all textures for these models

Subject: Re: W3D zh to W3D Renegade

Posted by [danpaul88](#) on Thu, 18 Sep 2008 07:47:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

samous wrote on Thu, 18 September 2008 02:12 Could anyone Convert these files, they are original W3D files from ZH, but I would like them to replace the C-130 in Renegade. Most likely, you should just be-able to delet the ZH bones, add Renegade Bones, and a WorldBox. If there any skilled W3D modders out there for renegade, here is a chlange. Thanj You

=Samous

EDIT: oops, forgot the file. Here it is.

It's already been done, see Scud Storm.

Subject: Re: W3D zh to W3D Renegade

Posted by [samous](#) on Fri, 19 Sep 2008 01:57:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm aware of what scud storm has and is, but I can't take any of thier files, and redistribute them with my uses. The Textures I thaught where not important, but i will look for them. Problem is there are THOUSANDS of textures used, and not as orginized as renegade.

=Samous
