Subject: Same person different prob
Posted by zeratul on Sun, 11 Jan 2009 07:43:06 GMT
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i find it better just to ask and not screw up
What do i use to run the files

Subject: Re: Same person different prob
Posted by Nod Guy on Sun, 11 Jan 2009 07:48:56 GMT
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Do you mean to view them?

You need XCC mixer

http://commandandconquer.filefront.com/file/XCC_Mixer;31304

Subject: Re: Same person different prob
Posted by zeratul on Sun, 11 Jan 2009 07:50:27 GMT
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I meant files that are skins(dds) and model replacement(w3d etc)

Subject: Re: Same person different prob
Posted by slosha on Sun, 11 Jan 2009 08:38:30 GMT
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Zeratul wrote on Sun, 11 January 2009 01:50I meant files that are skins(dds) and model replacement(w3d etc)

photoshop or gimp (with the dds plug-ins installed) to view .dds files and gmax or 3ds studio (with w3d plugins installed) to view w3ds.

Subject: Re: Same person different prob
Posted by Lone0001 on Sun, 11 Jan 2009 09:58:32 GMT
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Or... Paint.net, it has a built in dds plugin

Subject: Re: Same person different prob

Posted by Nod Guy on Sun, 11 Jan 2009 10:12:49 GMT
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Oh you meant that, well yeah what the above post say

Subject: Re: Same person different prob
Posted by ErroR on Sun, 11 Jan 2009 15:57:11 GMT
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you mean use them in game or what? could you explain better

Subject: Re: Same person different prob
Posted by LR01 on Sun, 11 Jan 2009 16:04:32 GMT
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2GLOCK9S wrote on Sun, 11 January 2009 09:38Zeratul wrote on Sun, 11 January 2009 01:50I meant files that are skins(dds) and model replacement(w3d etc)

photoshop or gimp (with the dds plug-ins installed) to view .dds files and gmax or 3ds studio (with w3d plugins installed) to view w3ds.

to only view .w3d, you can better use W3D viewer (comes whit the C&C Renegade LevelEditor)

Subject: Re: Same person different prob
Posted by zeratul on Mon, 26 Jan 2009 03:41:24 GMT
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well that would've been my third question so yea that would help

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Subject: Re: Same person different prob
Posted by _SSnipe_ on Mon, 26 Jan 2009 04:23:32 GMT
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View Skin Files:
Open in paint,gimp,photoshop with .dds plugin
Open w3d model using w3d viewer (cant edit the model in that tho you need gmax or renx)
Have them running by placing the edited skin and w3d files into your rengade data folder and thats it go join a server

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Subject: Re: Same person different prob

Posted by zeratul on Mon, 26 Jan 2009 04:58:27 GMT

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ok thanks