
Subject: n00b question

Posted by [ChewML](#) on Tue, 15 Sep 2009 23:41:18 GMT

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The thread about listing the programs we use to mod Renegade got me thinking a lil bit (dangerous, I know).

What is the easiest way to view what skins look like on the models?

I downloaded the w3d viewer and it seems easy enough for me to use, but I just don't like it for some reason. So I normally just load up Ren, join a server, hope I am on the right team, and wait till I get a chance to see what I made.

I was wondering if anyone knew of any other n00b friendly program that I could use just for viewing DDS files and maybe take SS with?

I have searched every tutorial site that I am aware of and downloaded a lot of the different common programs listed in the other thread, but like I said... I am nearly completely computer illiterate. It was a miracle that I could figure out how to make simple skins in the first place, lol.

Subject: Re: n00b question

Posted by [LeeumDee](#) on Tue, 15 Sep 2009 23:52:25 GMT

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Just start up ren and select:

"multiplay lan - host game - set number of players to 1 - *click gameplay* set credits to 99999 - *click advanced* uncheck dedicated server and check manual teaming - *click map cycle* select the map you want. Then finally select start game"

That's probably the quickest way to do it, and as long as your only editing dds files, dtx1 aswel. You can add textures into the game as its running. Plus the settings are remembered, so you just click host game - start game after the first time.

Subject: Re: n00b question

Posted by [ChewML](#) on Wed, 16 Sep 2009 00:37:10 GMT

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I guess I never tried setting players to 1, because it always did the gameplay pending to me... so I would have to use 2 pcs. Like I said I am a n00b, lol.

Here is another question though, which program do people use to take the awesome SS used in signatures or wallpapers? I can kinda use w3d viewer for this, but it seems to make some things look crappy.

Subject: Re: n00b question
Posted by [LeeumDee](#) on Wed, 16 Sep 2009 10:12:05 GMT
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I don't understand what you're asking.
I personally haven't seen an awesome Renegade themed signature around here. But eh-hm, screenshot ingame, then use PS to cut around the focal would be my best guess.

Subject: Re: n00b question
Posted by [Dreganius](#) on Wed, 16 Sep 2009 11:13:14 GMT
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Blur the aliased edges of the focal point. That's what I did with pawkyfox's wallpaper

Subject: Re: n00b question
Posted by [Jerad2142](#) on Wed, 16 Sep 2009 14:15:59 GMT
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You can use the XCC tools to look through the always files.

Then if you need to convert them from .dds you can use this program, it doesn't work quite right with vista/7 but it still works if you push it a little. DDS2TGAV 2.1

I completely misread that, w3d viewer is the best way to view what skins look like on a model, just make sure to have the model and the skins in the same folder or else the textures don't load.

Subject: Re: n00b question
Posted by [Altzan](#) on Wed, 16 Sep 2009 18:31:55 GMT
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Why don't you like using W3D viewer? Does it lower the quality when you use it or something?

If anything, it's still good for a quick preview to make sure there are no errors before going ingame to look at it.

Subject: Re: n00b question
Posted by [ChewML](#) on Wed, 16 Sep 2009 19:51:11 GMT
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Altzan wrote on Wed, 16 September 2009 13:31 Why don't you like using W3D viewer? Does it lower the quality when you use it or something?

If anything, it's still good for a quick preview to make sure there are no errors before going ingame to look at it.

That quality sucks imo, plus I don't like digging out the w3d files.

Subject: Re: n00b question

Posted by [Altzan](#) on Wed, 16 Sep 2009 21:11:11 GMT

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Chew wrote on Wed, 16 September 2009 14:51Altzan wrote on Wed, 16 September 2009 13:31Why don't you like using W3D viewer? Does it lower the quality when you use it or something?

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True, but it's also handy for figuring out all the skins that apply to certain textures, for example I think the PIC uses 4 different textures.

As for screenshots, when I press PrintScreen in Ren it saves the screenie to a .png in the Data folder. I can take that and open it in Paint.net and edit away.

Subject: Re: n00b question

Posted by [ChewML](#) on Wed, 16 Sep 2009 21:38:57 GMT

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Altzan wrote on Wed, 16 September 2009 16:11Chew wrote on Wed, 16 September 2009 14:51Altzan wrote on Wed, 16 September 2009 13:31Why don't you like using W3D viewer? Does it lower the quality when you use it or something?

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I have taken SS and cut stuff out of them, but I am sure that is not the way that people get the really awesome looking renders.

Subject: Re: n00b question
Posted by [LeeumDee](#) on Wed, 16 Sep 2009 22:42:19 GMT
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Point me in the direction of these signatures using "awesome looking renders" ?

Subject: Re: n00b question
Posted by [ChewML](#) on Thu, 17 Sep 2009 00:49:13 GMT
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LeeumDee wrote on Wed, 16 September 2009 17:42Point me in the direction of these signatures using "awesome looking renders" ?

Your's is pretty kool, even though it is not Renegade.

Subject: Re: n00b question
Posted by [LeeumDee](#) on Thu, 17 Sep 2009 12:39:03 GMT
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I made mine using a huge stock photo
It's very difficult to get a screenshot out of a game looking good for use in a signature. Given the low amount of polys and dependent on LOD. However Renegade stock images are hard to come by in my experience, that's why i think people could only use ingame screens for signatures.
