
Subject: How do I extract and edit vehicals and buildings in Renegade
Posted by [Colonel Jax](#) on Sat, 23 Aug 2003 20:02:14 GMT

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

Is there a way to extract the original vehicals and buildings from renegade and other C&C games (to be exat renegade and generals) and put them in Renx and edit them.

Subject: How do I extract and edit vehicals and buildings in Renegade
Posted by [Gernader8](#) on Sat, 23 Aug 2003 20:22:17 GMT

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

XXC mixer>w3d importer>renx,

I would give you links to the XXC mixer and the W3d importer, but I lost them...

Subject: How do I extract and edit vehicals and buildings in Renegade
Posted by [xSeth2k2x](#) on Sun, 24 Aug 2003 00:56:33 GMT

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

<http://www.google.com> "XCC Mixer"

<http://www.cncz.com> for the w3d impotor

Subject: How do I extract and edit vehicals and buildings in Renegade
Posted by [sciboy1190](#) on Sun, 24 Aug 2003 04:56:05 GMT

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

ok, got all that but, How di I save my W3D vehicles?
