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Subject: Requesting Help with .w3d editing  
Posted by [zkillz](#) on Tue, 26 Jun 2007 03:09:00 GMT  
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Ok - a little background information. I've been playing Renegade since its beta stages years and years ago, but never really got into modding. Alas, the time has come, and I will be doing a school project involving Renegade. Basically, I need to make one of the infantry units fat. Yes, you read it right, fat. I'll spare you the details unless you really want them =D Anyways, I've got gmax 1.2, XCC mixer and RenX, and the script for gmax which allows you to load .w3d files. I really had no idea where to start, so I opened up XCC mixer and extracted the GDI Deadeye .w3d file. I then tried to open it in gmax, but that never happened - the file didn't seem to load even though I did select it. I've gone as far as I can without help. Any suggestions would be greatly appreciated.

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