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Subject: Re: G-max editor

Posted by [u6795](#) on Fri, 28 Nov 2008 05:16:49 GMT

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Gmax is a 3D editing program- you use it to edit models, not textures.

If you want to edit skins just open up the files from the game with a .dds plugin in like photoshop, gimp, or paint.net or something.

Almost all of the textures in the game are in always.dat file. You can open that with a program called XCC Mixer, and extract the file you want to edit. Then just edit it, save, and when you're done put the file in your Renegade/Data folder and you're good.

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