
Subject: Re texture in W3D?

Posted by [Naamloos](#) on Tue, 20 Jul 2004 23:34:53 GMT

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How can i change the textures of a W3D model? I can rename the textures... that works but it won't keep them ingame (even if both placed in 1 folder)

:oops:

Subject: Re texture in W3D?

Posted by [Renardin6](#) on Wed, 21 Jul 2004 02:03:54 GMT

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delete the .dds file in always.dat if needed.

The renegade engine use first the dds file.

If dds file is not in always.dat or in data folder, the engine will use the .tga file in your Renegade data folder.

Subject: Re texture in W3D?

Posted by [Vitaminous](#) on Wed, 21 Jul 2004 03:48:42 GMT

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A list was made by one of my local friends more than a year ago, his nickname is Bigzey, he submitted a list of all the "preferable" texture file names, such as vehicles and infantry, it was submitted at a close site which remained archived, Renegade Skinners, to be exact.

<http://skidders.cncseries.com/> - That's the adress, but the website does not seem to work anymore, I wonder why?

Maybe you can find it somewhere else...

Hum, yeah.

Well, first you'd need to find Nvidia's Photoshop DDS plug-in.

There, got it for you: http://developer.nvidia.com/object/nv_texture_tools.html

For this, you obviously need Photoshop, which I believe you already have, right? Yeah, so you'll need to master the alpha channels, there's a tutorial about this here:

http://www.cncden.com/renegade_skin_tut.shtml Keep in mind, not every texture require the same alpha channel, but most of the time it's either channel 5/3 (don't really remember about this one) or the "no alpha option" (TGA files aren't really used as far as I know).

Oh, and as I said earlier you need the texture's right filename, YOU DO NOT NEED TO REMOVE

THE DDS IN THE ALWAYS.DAT FILE, THAT WOULD BE SOMETHING EXTREMELY STUPID TO DO IF YOU WANT TO KEEP YOUR ORIGINAL DATA!

That's it, it should be working right if you followed my instructions.

Subject: Re texture in W3D?

Posted by [Spice](#) on Wed, 21 Jul 2004 05:58:35 GMT

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If you want it totally replaced with the texture you made and have no intention of changing it back to the original, it would be a good idea to remove the original .DDS file in the always.dat. A reinstall will always revert it back to the original state.

Subject: Re texture in W3D?

Posted by [Madtone](#) on Wed, 21 Jul 2004 06:57:50 GMT

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EXdeath7If you want it totally replaced with the texture you made and have no intention of changing it back to the original, it would be a good idea to remove the original .DDS file in the always.dat. A reinstall will always revert it back to the original state.

Once deleted you can't play online because your always.dat will be different to everyone else's.

Subject: Re texture in W3D?

Posted by [NeoX](#) on Wed, 21 Jul 2004 07:18:33 GMT

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You could just edit the file and save it as .dds there's a thought... :rolleyes:

Subject: Re texture in W3D?

Posted by [Vitaminous](#) on Wed, 21 Jul 2004 18:11:13 GMT

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MadtoneEXdeath7If you want it totally replaced with the texture you made and have no intention of changing it back to the original, it would be a good idea to remove the original .DDS file in the always.dat. A reinstall will always revert it back to the original state.

Once deleted you can't play online because your always.dat will be different to everyone else's.

Exactly, so doing this is only good for modifications and such.
