
Subject: How do i edit westwood map's?
Posted by [Theboom69](#) on Mon, 05 Feb 2007 18:36:56 GMT
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Not in LE i mean edit the map like the W3D of the map like C&C_City_Flying_SE how do i edit it like that?

I have tried and it give's me an error message.

Subject: Re: How do i edit westwood map's?
Posted by [LR01](#) on Mon, 05 Feb 2007 18:55:58 GMT
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tryed what?

The W3D files, do they still exsist?
only Hourglass I have, cuz that came with renx.
I searched for the W3D of the missions, never found one.
I dont think you can dowload the W3D of them anyway, you can only import them, but that suxs.

Subject: Re: How do i edit westwood map's?
Posted by [Theboom69](#) on Mon, 05 Feb 2007 19:06:18 GMT
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When i try to import the W3D into Renx it say's some kinda error i will have to get renx realy fast just got done reformateing my pc.

To get the W3D's of the map's get XCC Mixxer or RenegadeEx and find it in the always.dat or the .mix of it or always2.dat.

Subject: Re: How do i edit westwood map's?
Posted by [Zion](#) on Mon, 05 Feb 2007 19:18:45 GMT
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Wrong.

The w3d files of maps are contained within the map itself (the .mix file).

You need a w3d importer for Gmax so check google.

Subject: Re: How do i edit westwood map's?
Posted by [Theboom69](#) on Mon, 05 Feb 2007 19:20:30 GMT

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I have that.

Subject: Re: How do i edit westwood map's?
Posted by [Jerad2142](#) on Mon, 05 Feb 2007 20:27:44 GMT
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Merovingian wrote on Mon, 05 February 2007 12:18Wrong.

The w3d files of maps are contained within the map itself (the .mix file).

You need a w3d importer for Gmax so check google.
Or XCC mixer.

Subject: Re: How do i edit westwood map's?
Posted by [Zion](#) on Mon, 05 Feb 2007 22:29:14 GMT
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XCC imports w3d files to gmax/renx?

I think you missread my reply.

Subject: Re: How do i edit westwood map's?
Posted by [Theboom69](#) on Mon, 05 Feb 2007 22:39:33 GMT
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So how do i get the W3D into the Renx without it giving me an error saying it must be named not numbered?

I have the script to it so it does it but it wont.

Subject: Re: How do i edit westwood map's?
Posted by [Spetz5](#) on Mon, 05 Feb 2007 23:53:49 GMT
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You can import the W3d's to RenX, but in my experience, they turn out black, and have no texture. So unless you want to spend the time retexturing it with textures not even in the texture pack, have fun.

Subject: Re: How do i edit westwood map's?
Posted by [Theboom69](#) on Tue, 06 Feb 2007 01:07:35 GMT
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I do the only problem is when i try it say's this why what am i doing wrong? And when i click ok only 2 or 3 thing's come up.

Subject: Re: How do i edit westwood map's?
Posted by [Jerad2142](#) on Tue, 06 Feb 2007 02:27:07 GMT
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Merovingian wrote on Mon, 05 February 2007 15:29XCC imports w3d files to gmax/renx?

I think you missread my reply.
Ya I guess I did, sorry.
