
Subject: where can i find an orca file for renx
Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:53:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Use the W3D to gmax importer to import the orca straight from Renegade into RenX...

Subject: where can i find an orca file for renx
Posted by [Anonymous](#) on Thu, 13 Feb 2003 16:06:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

how exactly do u use this?

Subject: where can i find an orca file for renx
Posted by [Anonymous](#) on Thu, 13 Feb 2003 16:35:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Seagle, how do you get it from the game?

Subject: where can i find an orca file for renx
Posted by [Anonymous](#) on Thu, 13 Feb 2003 16:43:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol the read me doesnt help much

Subject: where can i find an orca file for renx
Posted by [Anonymous](#) on Thu, 13 Feb 2003 17:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

The readme assumes familiarity with Renegade's file structure. You'll first need to extract the appropriate .w3d and .dds (model and texture) files from always.dat. The Orca files are named v_gdi_orca. You can use XCC Mixer to extract files from always.dat. Once those files are extracted, open them in RenX with the importer. [February 13, 2003, 17:23: Message edited by: Seagle]

Subject: where can i find an orca file for renx
Posted by [Anonymous](#) on Fri, 14 Feb 2003 00:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am making a modified orca and i need to know where can i obtain a full orca file for me to edit in renX

Subject: where can i find an orca file for renx
Posted by [Anonymous](#) on Fri, 14 Feb 2003 00:43:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make your own.
