
Subject: Few questions

Posted by [Di3HardNL](#) on Tue, 18 Dec 2007 21:38:06 GMT

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I got 3 questions

I use the w3d plugin for RenX. Whenever i import a w3d object/vehicle whatever, it looks green/red/blue etc. in RenX.

1 : Is it normal a w3dfile has all the colors of the rainbow in Renx?

Then I save it.

2 : Does it have to be saved like on my ss?

When i want to play when i am at my HummVee that i saved I dont see any action (can't aim it) in the vehicle.

3 : How is it possible the hummvee isnt working properly?

Please,, someone help me, or a link for a tutorial that explains this

Subject: Re: Few questions

Posted by [cnc95fan](#) on Tue, 18 Dec 2007 21:48:15 GMT

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Everything there LOOKS correct, except the skins , but they look kinda cool.

Subject: Re: Few questions

Posted by [Gen_Blacky](#) on Wed, 19 Dec 2007 05:03:43 GMT

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You cant just simply import then export a vehicle u have to redo all the w3d settings, wwskin it, and sometimes rebone it

Subject: Re: Few questions

Posted by [cnc95fan](#) on Wed, 19 Dec 2007 07:57:19 GMT

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No you don't. You can just simply import and then export. Don't have to redo he bones/ wwskin. :/

Subject: Re: Few questions

Posted by [Di3HardNL](#) on Wed, 19 Dec 2007 13:24:46 GMT

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ok thanks, But how do i add the texture to it again so it will look like a normal HummVee again??
can anyone show me please

Subject: Re: Few questions

Posted by [Gen_Blacky](#) on Wed, 19 Dec 2007 23:02:28 GMT

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cnc95fan wrote on Wed, 19 December 2007 01:57No you don't. You can just simply import and then export. Don't have to redo he bones/ wwskin. :/

Example of w3d settings that need to be put on

Subject: Re: Few questions

Posted by [Di3HardNL](#) on Thu, 20 Dec 2007 15:53:31 GMT

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allright, do you put w3d settings ON in renx?

if so, could you help me out a little by sending screenshots how to turn w3d's on, (if its with w3dviewer post ss of that)

sorry i am kinda new at this

Subject: Re: Few questions

Posted by [Jerad2142](#) on Thu, 20 Dec 2007 18:28:41 GMT

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Gen_Blacky wrote on Tue, 18 December 2007 22:03You cant just simply import then export a vehicle u have to redo all the w3d settings, wwskin it, and sometimes rebone it

You always have to relink it, and sometimes you need to wwskin it if the vehicle requires it. Make sure to check shadow on the shadow, and delete any extra lod meshes.
