
Subject: w3d
Posted by [_SSnipe_](#) on Sun, 20 Jan 2008 23:07:07 GMT
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When i work on a bullet or explosion color for a w3d file how do i change the color?

im trying to edit the skin pack from thiima regenerationbullets pack

Subject: Re: w3d
Posted by [Gen_Blacky](#) on Mon, 21 Jan 2008 02:57:24 GMT
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w3d viewer

Subject: Re: w3d
Posted by [_SSnipe_](#) on Mon, 21 Jan 2008 06:57:40 GMT
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ty ill try it out...how do i know if the edits i make are rg allowed?

Subject: Re: w3d
Posted by [_SSnipe_](#) on Mon, 21 Jan 2008 08:59:26 GMT
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Gen_Blacky wrote on Sun, 20 January 2008 18:57w3d viewer
where can i get it? and other w3d editing software? renex comes with the renegade tools right?

Subject: Re: w3d
Posted by [GrimmNL](#) on Mon, 21 Jan 2008 14:31:37 GMT
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w3d viewer comes with the renegadetools. and any change's you make will NOT be renguard approved.
you'll have to send everything and anything you make to blazer and MAYBE, he'll put them on the renguard save list.

Subject: Re: w3d
Posted by [Scrin](#) on Mon, 21 Jan 2008 16:35:00 GMT
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GrimmNL wrote on Mon, 21 January 2008 08:31

you'll have to send everything and anything you make to blazer and MAYBE, he'll put them on the renguard save list.

rofl

Subject: Re: w3d

Posted by [_SSnipe_](#) on Mon, 21 Jan 2008 19:20:18 GMT

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Scrin wrote on Mon, 21 January 2008 08:35GrimmNL wrote on Mon, 21 January 2008 08:31

you'll have to send everything and anything you make to blazer and MAYBE, he'll put them on the renguard save list.

rofl

.....is that even true?

Subject: Re: w3d

Posted by [GrimmNL](#) on Mon, 21 Jan 2008 21:40:45 GMT

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SSnipe wrote on Mon, 21 January 2008 13:20Scrin wrote on Mon, 21 January 2008

08:35GrimmNL wrote on Mon, 21 January 2008 08:31

you'll have to send everything and anything you make to blazer and MAYBE, he'll put them on the renguard save list.

rofl

.....is that even true?

the "Maybe" is...

Subject: Re: w3d

Posted by [_SSnipe_](#) on Tue, 22 Jan 2008 01:57:10 GMT

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