
Subject: Tracer_green.w3d

Posted by [_SSnipe_](#) on Wed, 30 Jan 2008 02:31:06 GMT

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How could i chance its color to blue?

(dont ask why its red i did not do it)

Subject: Re: Tracer_green.w3d

Posted by [Di3HardNL](#) on Wed, 30 Jan 2008 07:11:05 GMT

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you have to do it in RenX, just set a other material to it there

Subject: Re: Tracer_green.w3d

Posted by [_SSnipe_](#) on Wed, 30 Jan 2008 07:14:03 GMT

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so i upload to renx and then chance color or is there more to it?

And where could i get renx?

Subject: Re: Tracer_green.w3d

Posted by [Di3HardNL](#) on Wed, 30 Jan 2008 12:21:52 GMT

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If you have w3dviewer you should have got RenX to.

I open it through Start->allprograms->RenegadeTools->RenX

if you dont have it, download and install Gmax first, then install the Westwood Renegade tools

Gmax (3D Modeling/Level Design):

<http://www.renhelp.net/downloads/gmax12.exe>

Westwood Renegade Tools:(which contains w3dviewer,leveledit and renx)

<http://www.renhelp.net/downloads/RenegadeToolsInstaller2.exe>

Subject: Re: Tracer_green.w3d

Posted by [_SSnipe_](#) on Wed, 30 Jan 2008 15:24:15 GMT

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i instlled them but renx wont work..missing exe or somthing :S

Subject: Re: Tracer_green.w3d

Posted by [Di3HardNL](#) on Wed, 30 Jan 2008 15:30:32 GMT

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then go to the folder where you installed Gmax in.

then gamepacks->westwood->renx-> then double click on renx icon

Subject: Re: Tracer_green.w3d

Posted by [_SSnipe_](#) on Wed, 30 Jan 2008 20:14:42 GMT

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thanks

So how i open the w3d file into renx? wont let me....man all this to chance a color 0o

Subject: Re: Tracer_green.w3d

Posted by [The Elite Officer](#) on Wed, 06 Feb 2008 19:40:40 GMT

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Downolad the attachment and follow the instructions.

File Attachments

1) [W3DImporter.zip](#), downloaded 165 times

Subject: Re: Tracer_green.w3d

Posted by [Di3HardNL](#) on Wed, 06 Feb 2008 19:45:34 GMT

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i already helped him through pm

Subject: Re: Tracer_green.w3d

Posted by [The Elite Officer](#) on Wed, 06 Feb 2008 19:47:29 GMT

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but why PM when you could have posted the same thing here?
