
Subject: Reborn And Renegade
Posted by [_SSnipe_](#) on Sun, 09 Mar 2008 02:05:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Am i able to take the char w3d models and textures to make them work in renegade like a skin?
like playing the reborn char in ren...?

would it be an advantage?

Subject: Re: Reborn And Renegade
Posted by [Reaver11](#) on Sun, 09 Mar 2008 02:22:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Sat, 08 March 2008 20:05Am i able to take the char w3d models and textures to
make them work in renegade like a skin? like playing the reborn char in ren...?

would it be an advantage?

You did better ask the reborn team if you are allowed to use it

Subject: Re: Reborn And Renegade
Posted by [_SSnipe_](#) on Sun, 09 Mar 2008 02:40:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Sat, 08 March 2008 18:22SSnipe wrote on Sat, 08 March 2008 20:05Am i
able to take the char w3d models and textures to make them work in renegade like a skin? like
playing the reborn char in ren...?

would it be an advantage?

You did better ask the reborn team if you are allowed to use it

good idea...wheres the main site.....to ask cnc.reborn.com or somthing?

Subject: Re: Reborn And Renegade
Posted by [IronWarrior](#) on Sun, 09 Mar 2008 02:53:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.cncreborn.planetcnc.gamespy.com/>

Subject: Re: Reborn And Renegade
Posted by [_SSnipe_](#) on Sun, 09 Mar 2008 03:02:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

well before i ask them is it possible to do it?

Subject: Re: Reborn And Renegade
Posted by [IronWarrior](#) on Sun, 09 Mar 2008 04:25:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Sat, 08 March 2008 21:02well before i ask them is it possible to do it?

Ask them and find out.

Subject: Re: Reborn And Renegade
Posted by [mrÅ£ÅŞÅ-z](#) on Sun, 09 Mar 2008 10:51:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Sat, 08 March 2008 21:02well before i ask them is it possible to do it?
Its possible.

Subject: Re: Reborn And Renegade
Posted by [IAmFenix](#) on Sun, 09 Mar 2008 19:58:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Sat, 08 March 2008 20:40Reaver11 wrote on Sat, 08 March 2008 18:22SSnipe wrote on Sat, 08 March 2008 20:05Am i able to take the char w3d models and textures to make them work in renegade like a skin? like playing the reborn char in ren...?

would it be an advantage?

You did better ask the reborn team if you are allowed to use it

good idea...wheres the main site.....to ask cnc.reborn.com or something?
You also have to match up names for weapons, the units probably need editing though.

Subject: Re: Reborn And Renegade
Posted by [cpjok](#) on Sun, 09 Mar 2008 22:47:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's all possible but you will have to get the TGA texture's and the W3D model.

if you dont know how to add just iopen reborn LEand copyfrom that or somet

Subject: Re: Reborn And Renegade
Posted by [IronWarrior](#) on Mon, 10 Mar 2008 01:20:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes you can, but takes alot of time, tracking each file down, but it's easy when you learn the file name structure. My Renegade is using alot of Reborn stuff, they pwn.

Subject: Re: Reborn And Renegade
Posted by [Nod Guy](#) on Mon, 10 Mar 2008 02:50:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok Iron, put on game-maps.net please lol ^.^

Subject: Re: Reborn And Renegade
Posted by [IronWarrior](#) on Mon, 10 Mar 2008 02:54:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nod Guy wrote on Mon, 10 March 2008 03:50ok Iron, put on game-maps.net please lol ^.^

I wanted to do that, but need to ask the staff over at Reborn if they cool with it, don't see why they would have a problem with it, anyone can do this... and credits would be given.

Subject: Re: Reborn And Renegade
Posted by [Nod Guy](#) on Mon, 10 Mar 2008 03:21:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

I would do it, but I'm too tired right now D:

Subject: Re: Reborn And Renegade
Posted by [OWA](#) on Mon, 10 Mar 2008 15:55:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

I use the Navy SEAL from Apocalypse Rising wherever I can

Subject: Re: Reborn And Renegade

Posted by [Genesis2001](#) on Tue, 11 Mar 2008 02:35:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

One Winged Angel wrote on Mon, 10 March 2008 08:55I use the Navy SEAL from Apocalypse Rising wherever I can

H4X!!!

~Zack

Subject: Re: Reborn And Renegade

Posted by [IAmFenix](#) on Tue, 11 Mar 2008 19:44:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yea, but they don't want the files easy to get I suppose, or if they do let you can I get a discrooper mod for the gren. launcher?

Subject: Re: Reborn And Renegade

Posted by [slavik262](#) on Wed, 12 Mar 2008 04:28:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

The disc thrower arm is just another firing animation. You can extract all animations, sounds, models, etc. from Reborn's always.dat using XCC mixer. Then just find the name of the file you want to replace, rename the Reborn file to that, and put it in your Renegade data folder.

Side note: New weapons models make RenGuard throw a fit.

Subject: Re: Reborn And Renegade

Posted by [_SSnipe_](#) on Wed, 12 Mar 2008 06:14:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

slavik262 wrote on Tue, 11 March 2008 21:28The disc thrower arm is just another firing animation. You can extract all animations, sounds, models, etc. from Reborn's always.dat using XCC mixer. Then just find the name of the file you want to replace, rename the Reborn file to that, and put it in your Renegade data folder.

Side note: New weapons models make RenGuard throw a fit.

its ok i dont use rg its pointless!

Subject: Re: Reborn And Renegade
Posted by [Slave](#) on Wed, 12 Mar 2008 08:26:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

slavik262 wrote on Tue, 11 March 2008 22:28 find the name of the file you want to replace, rename the Reborn file to that

If you like your game to crash, yes, do that.
Renaming a w3d file just like that will break it.
You will also have to rename it internally.

Subject: Re: Reborn And Renegade
Posted by [OWA](#) on Wed, 12 Mar 2008 08:41:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

To put it simply, renaming w3d files does not work.

Subject: Re: Reborn And Renegade
Posted by [Dreganius](#) on Wed, 12 Mar 2008 08:57:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

One of my friends has remodelled the Cyborg Commando into Kane, and the Nod Soldier from Reborn into the Nod Soldier for Ren.
Still trying to "borrow" it

Subject: Re: Reborn And Renegade
Posted by [Gen_Blacky](#) on Wed, 12 Mar 2008 14:11:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

IronWarrior wrote on Sun, 09 March 2008 19:20 Yes you can, but takes alot of time, tracking each file down, but it's easy when you learn the file name structure. My Reneagde is using alot of Reborn stuff, they pwn.

not if you use w3dviwer takes 10 minutes

One Winged Angel wrote on Wed, 12 March 2008 02:41 To put it simply, renaming w3d files does not work.

someone got it right

Subject: Re: Reborn And Renegade
Posted by [Gen_Blacky](#) on Wed, 12 Mar 2008 14:14:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

delete me

Subject: Re: Reborn And Renegade
Posted by [halo2pac](#) on Wed, 12 Mar 2008 16:07:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

better not mess with the file system.. they'll call you a hacker

Subject: Re: Reborn And Renegade
Posted by [Jerad2142](#) on Fri, 14 Mar 2008 14:23:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Wed, 12 March 2008 08:11IronWarrior wrote on Sun, 09 March 2008 19:20Yes you can, but takes alot of time, tracking each file down, but it's easy when you learn the file name structure. My Reneagde is using alot of Reborn stuff, they pwn.

not if you use w3dviwer takes 10 minutes

One Winged Angel wrote on Wed, 12 March 2008 02:41To put it simply, renaming w3d files does not work.

someone got it right

You have to rename them with a program so that the mesh is renamed as well.

Subject: Re: Reborn And Renegade
Posted by [_SSnipe_](#) on Sun, 16 Mar 2008 20:06:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Fri, 14 March 2008 07:23Gen_Blacky wrote on Wed, 12 March 2008 08:11IronWarrior wrote on Sun, 09 March 2008 19:20Yes you can, but takes alot of time, tracking each file down, but it's easy when you learn the file name structure. My Reneagde is using alot of Reborn stuff, they pwn.

not if you use w3dviwer takes 10 minutes

One Winged Angel wrote on Wed, 12 March 2008 02:41To put it simply, renaming w3d files does not work.

someone got it right

You have to rename them with a program so that the mesh is renamed as well.
so can someone give me steps? since i cant rename the files how i do it then cuz im lost..

Subject: Re: Reborn And Renegade
Posted by [saberhawk](#) on Mon, 17 Mar 2008 03:08:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Good luck". Simply put, such a tool doesn't really exist at the current time, so you would need to manually edit the W3D file to change multiple references to the filename. There isn't a tutorial for that anywhere that I know of.

Subject: Re: Reborn And Renegade
Posted by [_SSnipe_](#) on Mon, 17 Mar 2008 04:00:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

crap....what progma should i used to re do it or what ever? wd3 viwer? gmax?

Subject: Re: Reborn And Renegade
Posted by [nopol10](#) on Mon, 17 Mar 2008 08:01:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm not an expert, but perhaps this could help:

http://sourceforge.net/project/showfiles.php?group_id=51947&package_id=218202&release_id=478604

Jonwil's w3d renamer ^

Subject: Re: Reborn And Renegade
Posted by [saberhawk](#) on Mon, 17 Mar 2008 09:31:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

nopol10 wrote on Mon, 17 March 2008 02:01 I'm not an expert, but perhaps this could help:

http://sourceforge.net/project/showfiles.php?group_id=51947&package_id=218202&release_id=478604

Jonwil's w3d renamer ^

The problem is: It doesn't really work.

Subject: Re: Reborn And Renegade
Posted by [nopol10](#) on Mon, 17 Mar 2008 10:01:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Mon, 17 March 2008 17:31nopol10 wrote on Mon, 17 March 2008 02:01I'm not an expert, but perhaps this could help:

http://sourceforge.net/project/showfiles.php?group_id=51947&package_id=218202&release_id=478604

Jonwil's w3d renamer ^

The problem is: It doesn't really work.

I see.

Subject: Re: Reborn And Renegade
Posted by [_SSnipe_](#) on Mon, 17 Mar 2008 14:13:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

nopol10 wrote on Mon, 17 March 2008 03:01Saberhawk wrote on Mon, 17 March 2008 17:31nopol10 wrote on Mon, 17 March 2008 02:01I'm not an expert, but perhaps this could help:

http://sourceforge.net/project/showfiles.php?group_id=51947&package_id=218202&release_id=478604

Jonwil's w3d renamer ^

The problem is: It doesn't really work.

I see.

then what does

Subject: Re: Reborn And Renegade
Posted by [GEORGE ZIMMER](#) on Mon, 17 Mar 2008 15:15:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Importing the .w3d into RenX, fixing up any bugs that might happen during importing, re-exporting it with a different name.

Also, you'd need to specify in LE the different names. Which requires you to edit objects.ddb or temps20.ddb or whatever. Have fun trying to get online with that in your data folder.

Subject: Re: Reborn And Renegade
Posted by [The Executor](#) on Mon, 17 Mar 2008 15:50:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gamespy

Subject: Re: Reborn And Renegade
Posted by [_SSnipe_](#) on Mon, 17 Mar 2008 19:06:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cabal8616 wrote on Mon, 17 March 2008 08:15: Importing the .w3d into RenX, fixing up any bugs that might happen during importing, re-exporting it with a different name.

Also, you'd need to specify in LE the different names. Which requires you to edit objects.ddb or temps20.ddb or whatever. Have fun trying to get online with that in your data folder.
crap...i dont wanna use any objects file =/ this sucks i see w3d skins all the time and i never thought making reborn ones would have to sue objects file.

Subject: Re: Reborn And Renegade
Posted by [GEORGE ZIMMER](#) on Mon, 17 Mar 2008 19:22:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Making a w3d replacement simply means you need to have a w3d with the same name as the w3d you wish to replace.

Subject: Re: Reborn And Renegade
Posted by [_SSnipe_](#) on Mon, 17 Mar 2008 21:20:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

now im more confussed...im just gonna test it later...
extract files
rename them
play ren

Subject: Re: Reborn And Renegade
Posted by [OWA](#) on Tue, 18 Mar 2008 10:45:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Mon, 17 March 2008 21:20now im more confussed...im just gonna test it later...
extract files
rename them
play ren

Red this -> .w3d files cannot be renamed.

You'll need to find the filename of the model that you wish to replace, then import the Reborn w3d, that you want to replace it with, into RenX. Fix any errors and re-export it as the same name of the file that you want to replace.

Subject: Re: Reborn And Renegade
Posted by [Reaver11](#) on Tue, 18 Mar 2008 11:36:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good Old Oblivion,

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=126>

Mayby this tutorial can help, you should be able with a hex editor to rename it all.

Subject: Re: Reborn And Renegade
Posted by [saberhawk](#) on Wed, 19 Mar 2008 00:03:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Tue, 18 March 2008 05:36Good Old Oblivion,

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=126>

Mayby this tutorial can help, you should be able with a hex editor to rename it all.

If it were only just that simple.

Subject: Re: Reborn And Renegade
Posted by [_SSnipe_](#) on Wed, 19 Mar 2008 00:35:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

im more lost then ever...

Subject: Re: Reborn And Renegade
Posted by [IAmFenix](#) on Thu, 20 Mar 2008 00:38:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cabal8616 wrote on Mon, 17 March 2008 11:15: Importing the .w3d into RenX, fixing up any bugs that might happen during importing, re-exporting it with a different name.
The best way. That's how I got the repair gun to work.
Oh and btw Reborn... Your files will definitely be converted to Renegade, regardless of whether you want to or not.
EDIT: Took out the unnecessary parts of the original post.

Subject: Re: Reborn And Renegade
Posted by [_SSnipe_](#) on Fri, 11 Apr 2008 23:23:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

im having trouble with this

Subject: Re: Reborn And Renegade
Posted by [_SSnipe_](#) on Sat, 12 Apr 2008 17:41:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

bump plz help i tried to do this but im lost
