
Subject: Making\texturing a chinook for renegade
Posted by [Reaver11](#) on Sun, 08 Jun 2008 09:09:11 GMT
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I have got a little problem with a chinook model that I want to have working in renegade.

I have bought this model ages ago with a lot of other models only I never got to the part to get them working in the game.(The model is from 3d art De espona)

In their eyes it was a low pollied model with only 12379 polys if im correct thus high pollied for renegade

The Chinook is already boned and flying very good only the original textures applied to the chinook where in jpg format. Renegade cannot read these.

The only problem I have is this how can I rename and applied texture on the chinook. This chinook is not unwrapped for one reason the textures applied on the chinook have to texture passes to let it look as if it is reflecting (it isnt ofcourse it is faked but still)

The original author made these texture passes and they will look great only -> How can I rename the textures from .jpg to .tga either in renx or in a hexeditor.

Subject: Re: Making\texturing a chinook for renegade
Posted by [mrÃÄÅ&SjA-z](#) on Sun, 08 Jun 2008 09:45:42 GMT
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WOW

Subject: Re: Making\texturing a chinook for renegade
Posted by [Reaver11](#) on Sun, 08 Jun 2008 09:53:37 GMT
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I just gota fix in some windows and make some planes two sided and that texture problem.

Subject: Re: Making\texturing a chinook for renegade
Posted by [LR01](#) on Sun, 08 Jun 2008 10:00:57 GMT
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uhm, I don't think you ever can change extensions like .jpg to .tga in a hexeditor, since it has to do with how the file is saved and so

but uhm, don't you need something like photoshop?

Subject: Re: Making\texturing a chinook for renegade
Posted by [Reaver11](#) on Sun, 08 Jun 2008 10:39:22 GMT
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LR01 wrote on Sun, 08 June 2008 20:00uhm, I don't think you ever can change extensions like .jpg to .tga in a hexeditor, since it has to do with how the file is saved and so

but uhm, don't you need something like photoshop?

I think you dont get it

This model was pre-made it is already textured BUT it is textured with .jpg, Thus I need to convert the textures but I will also have to change it on the mesh.

Example -> Mesh1 is textured with the file vent.jpg I need to change that in Renx or with a hex editor in the .w3d file of the chinook to .tga.

So you get -> Mesh1 is textured with the file vent.tga
And that is stored in the .w3d file.

And I dont know how to do that ;p

Subject: Re: Making\texturing a chinook for renegade
Posted by [Veyrdite](#) on Sun, 08 Jun 2008 11:29:40 GMT
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Download Irfanview, convert the textures to .tga and then re-apply them as a renegade material. All the UVW data should remain intact.

Subject: Re: Making\texturing a chinook for renegade
Posted by [Reaver11](#) on Sun, 08 Jun 2008 11:39:57 GMT
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Dthdealer wrote on Sun, 08 June 2008 06:29Download Irfanview, convert the textures to .tga and then re-apply them as a renegade material. All the UVW data should remain intact.

So if I convert them to tga (already done) and reapply them to the meshes is should be good?

Edit: it is not only the uvw data but the original materials have two texture passes and I dont want to loose that effect it adds a nice look.

Subject: Re: Making\texturing a chinook for renegade
Posted by [mrÅ£ÅŞA-z](#) on Sun, 08 Jun 2008 11:41:48 GMT

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Just try

Subject: Re: Making\texturing a chinook for renegade
Posted by [Reaver11](#) on Sun, 08 Jun 2008 11:53:15 GMT

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As I was busy with reapplying im losing the reflection maps. Which is just the key why it looked so nice even when renegade couldnt find the textures

All that has to be done is change the lakerem.jpg into lakerem.tga

Or How to get the reflection maps back after reaplying.

Subject: Re: Making\texturing a chinook for renegade
Posted by [Reaver11](#) on Sun, 08 Jun 2008 13:50:12 GMT

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Dispite how I love the shiny stuff I have to retexture it that is probably the best and fastest way.

otherwise the chopper will end up like this ->

Subject: Re: Making\texturing a chinook for renegade
Posted by [mrÅÄŞÄ-z](#) on Sun, 08 Jun 2008 15:28:06 GMT

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Subject: Re: Making\texturing a chinook for renegade
Posted by [Mackinsey](#) on Sun, 08 Jun 2008 18:35:39 GMT

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How much did u payed for it?
They look VERY great

Subject: Re: Making\texturing a chinook for renegade
Posted by [Reaver11](#) on Sun, 08 Jun 2008 19:23:28 GMT
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wrote on Sun, 08 June 2008 04:45WOW

How much did u payed for it?
They look VERY great

Duno I bought it a long time ago (you can look on the site of de espona or turbosquid)
