
Subject: New Launcher

Posted by [Poskov](#) on Sat, 20 Dec 2008 15:10:02 GMT

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I want to map the SSM launcher with a larger texture,
how do you do it?

Subject: Re: New Launcher

Posted by [ErroR](#) on Sat, 20 Dec 2008 16:34:21 GMT

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idk it seems people ignore you

Subject: Re: New Launcher

Posted by [cnc95fan](#) on Sat, 20 Dec 2008 16:35:35 GMT

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Because he is asking questions which are covered in Renhelp, maybe not in the exact form, but in a similar one.

OR:

The question has been asked a million times over

Subject: Re: New Launcher

Posted by [Reaver11](#) on Sat, 20 Dec 2008 17:49:00 GMT

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Poskov wrote on Sat, 20 December 2008 09:10l want to map the SSM launcher with a larger texture,
how do you do it?

Define larger? (example) as in 256x256 to 512x512?

Because if you are planning something like that you will loose very much details of your texture.

If you have a bigger texture say 1024x1024 for the fun of it then you just have to re apply it to the ssm launcher in renx and then just export it. (w3d import it then apply the new texture, uvw unwraps should still be saved even by importing the model)

I don't think it is due to ignoring but more the fact that people on this forums are only into huds lately.

Subject: Re: New Launcher

Posted by [Poskov](#) on Sat, 20 Dec 2008 23:14:47 GMT

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Gmax can't import w3ds

Subject: Re: New Launcher

Posted by [Di3HardNL](#) on Sat, 20 Dec 2008 23:31:42 GMT

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it actually can with the w3d importer.

o was just drunk, i puked 340 times, i feel fine again. I didn't think i could type anymore this evening

Subject: Re: New Launcher

Posted by [Gen_Blacky](#) on Sun, 21 Dec 2008 08:49:32 GMT

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Poskov wrote on Sat, 20 December 2008 17:14Gmax can't import w3ds

lol

Subject: Re: New Launcher

Posted by [danpaul88](#) on Sun, 21 Dec 2008 11:27:53 GMT

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Try doubling the size of the texture (ie 256x256 -> 512x512) and make sure to stretch the original to fit the new texture and use that, you should find it lines up perfectly with the original. This is because texture coordinates treat the texture image as a box going from 0,0 to 0,1, so you can always double / halve the size of any texture and it should still fit properly.

Once you have checked it works then you have a nice new larger texture map for the SSM launcher.

EDIT: You probably need to delete any .thu files you have first

Subject: Re: New Launcher

Posted by [Poskov](#) on Tue, 23 Dec 2008 14:38:15 GMT

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Can someone post a link for the W3D importer?

Subject: Re: New Launcher

Posted by [danpaul88](#) on Tue, 23 Dec 2008 14:54:44 GMT

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<http://www.renhelp.net/index.php?load=Downloads&>

Subject: Re: New Launcher

Posted by [Poskov](#) on Sun, 28 Dec 2008 04:27:51 GMT

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Yeah, when I load the W3D model, there are weird artifacts and the model is rainbow colored

Subject: Re: New Launcher

Posted by [ErroR](#) on Sun, 28 Dec 2008 09:32:56 GMT

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Poskov wrote on Sun, 28 December 2008 06:27 Yeah, when I load the W3D model, there are weird artifacts and the model is rainbow colored

the weird artifacts are bones that don't have to be moved/deleted, just set the w3d settings to "Hide", and re texture the model hotkey "m"

Subject: Re: New Launcher

Posted by [danpaul88](#) on Mon, 29 Dec 2008 19:08:05 GMT

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There's no need to import it into RenX at all anyway if all your doing is increasing the resolution of the texture...

Subject: Re: New Launcher

Posted by [ErroR](#) on Mon, 29 Dec 2008 19:29:52 GMT

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i didn't know what he wanted to do

Subject: Re: New Launcher

Posted by [danpaul88](#) on Mon, 29 Dec 2008 19:32:32 GMT

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Well, you were right in that you need to reapply the texture if you do import it, but if you read the first post he says that all he wants to do is make the texture resolution higher, which you *should* be able to do without importing anything.

Subject: Re: New Launcher
Posted by [Poskov](#) on Wed, 31 Dec 2008 15:19:23 GMT
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unfortunately, renegade doesn't support resized textures for w3ds.

the model appears all black if a texture with a larger or smaller size is used

example: stretch the gdi minigunner texture (c_minigun1.dds) from 256*256 to 512*512 yourselves and see what happens

Subject: Re: New Launcher
Posted by [ErroR](#) on Wed, 31 Dec 2008 17:14:42 GMT
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unless u add the texture in RenX

Subject: Re: New Launcher
Posted by [saberhawk](#) on Wed, 31 Dec 2008 17:26:15 GMT
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Poskov wrote on Wed, 31 December 2008 09:19: unfortunately, renegade doesn't support resized textures for w3ds.

the model appears all black if a texture with a larger or smaller size is used

example: stretch the gdi minigunner texture (c_minigun1.dds) from 256*256 to 512*512 yourselves and see what happens

It does support "resized" textures, it doesn't support textures that are differently sized than the versions in always.dat unless you have updated .thu files. Try nuking your thu files and it might work.

Subject: Re: New Launcher
Posted by [danpaul88](#) on Wed, 31 Dec 2008 17:54:26 GMT
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danpaul88 wrote on Sun, 21 December 2008 11:27EDIT: You probably need to delete any .thu files you have first

I did tell him that before

Subject: Re: New Launcher
Posted by [saberhawk](#) on Wed, 31 Dec 2008 18:00:49 GMT
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danpaul88 wrote on Wed, 31 December 2008 11:54danpaul88 wrote on Sun, 21 December 2008 11:27EDIT: You probably need to delete any .thu files you have first

I did tell him that before

The problem is that people tend to ignore the proper advice from people who know what they are talking about and listen to the faceless mob of misinformation.

Subject: Re: New Launcher
Posted by [dr3w2](#) on Wed, 31 Dec 2008 18:35:29 GMT
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Saberhawk wrote on Wed, 31 December 2008 12:00danpaul88 wrote on Wed, 31 December 2008 11:54danpaul88 wrote on Sun, 21 December 2008 11:27EDIT: You probably need to delete any .thu files you have first

I did tell him that before

The problem is that people tend to ignore the proper advice from people who know what they are talking about and listen to the faceless mob of misinformation.
That's what all the cool people do.

Subject: Re: New Launcher
Posted by [Poskov](#) on Sat, 03 Jan 2009 00:01:44 GMT
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what do u mean by: "Try nuking your thu files and it might work"

deleting the .thu files?

cause i did, and placed the texture into my data folder and the ssm launcher still appears black

Subject: Re: New Launcher

Posted by [danpaul88](#) on Sat, 03 Jan 2009 00:35:55 GMT

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Did you save it as .tga or .dds? It should be the same as it is in always.dat (probably .dds), and it has to be exported with the same export options as the original texture (usually DXT1 or DXT5 for .dds textures)

Subject: Re: New Launcher

Posted by [Poskov](#) on Sat, 03 Jan 2009 04:02:17 GMT

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wayyyyy in head of u, already did all that

and still doesn't work

Subject: Re: New Launcher

Posted by [Poskov](#) on Sun, 04 Jan 2009 17:30:54 GMT

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so what else do i do?

cause deleting .thu doesn't do a thing
