

Subject: [TOOL] chunky

Posted by [saberhawk](#) on Sun, 24 Jun 2012 12:29:45 GMT

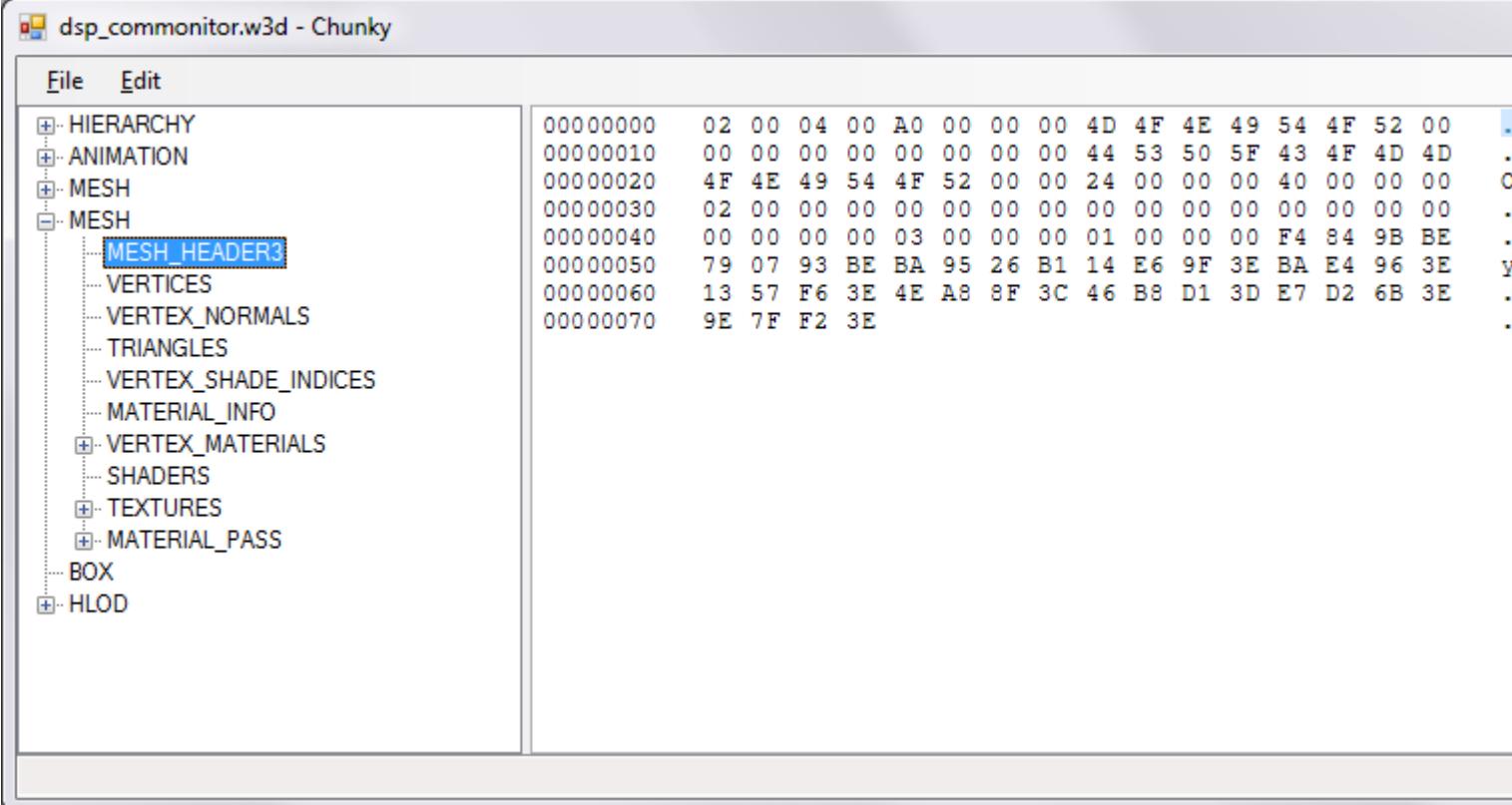
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Chunky is a simple hex editor that understands the chunked file format used by many files in Renegade. Full editing is supported inside chunks, but you currently can't add or remove chunks.

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## File Attachments

1) [screenshot\\_chunky.png](#), downloaded 961 times



2) [chunky.zip](#), downloaded 361 times

Subject: Re: [TOOL] chunky

Posted by [Omar007](#) on Sun, 24 Jun 2012 12:56:49 GMT

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Very nice

Subject: Re: [TOOL] chunky

Subject: Re: [FOSS2] chunky  
Posted by reborn on Sun, 24 Jun 2012 13:16:04 GMT

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Suppose I didn't know what this might be useful for, what would this enable?

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Subject: Re: [TOOL] chunky

Posted by [Generalcamo](#) on Sun, 24 Jun 2012 13:30:18 GMT

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It is very easy to modify textures inside w3d files now. Mostly for modders.

EDIT: Chunky doesn't support windows XP? What the...

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Subject: Re: [TOOL] chunky

Posted by [saberhawk](#) on Sun, 24 Jun 2012 13:32:14 GMT

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reborn wrote on Sun, 24 June 2012 06:16 Suppose I didn't know what this might be useful for, what would this enable?

It allows you to easily view the hierarchy in a chunked file (like .w3d, .ddb, .l3d, .lsd, etc), select individual chunks, edit them, and potentially add or remove bytes without needing to manually update the size field of the chunk.

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Subject: Re: [TOOL] chunky

Posted by [saberhawk](#) on Sun, 24 Jun 2012 13:33:23 GMT

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Generalcamo wrote on Sun, 24 June 2012 06:30

EDIT: Chunky doesn't support windows XP? What the...

What!? This definitely wasn't intended, are you getting any specific errors?

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Subject: Re: [TOOL] chunky

Posted by [Generalcamo](#) on Sun, 24 Jun 2012 13:35:30 GMT

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I am getting no specific errors. Just the error message where it says "we have encountered a problem, send this error report to microsoft which doesn't do anything" According to my event viewer, this is a Net Runtime 2.0 problem. I'm downloading that now, see if it fixes it. I doubt it though.

EDIT: Looks like it isn't. 2.0 is also fully updated, even with the second service pack.

EDIT2: According to the Event Viewer, this is the full error:

Event Type: Error  
Event Source: .NET Runtime 2.0 Error Reporting  
Event Category: None  
Event ID: 1000  
Date: 6/24/2012  
Time: 9:40:14 AM  
Description:  
Faulting application chunky.exe, version 1.0.0.0, stamp 4fe70761, faulting module mscojit.dll, version 2.0.50727.3634, stamp 4ef6c166, debug? 0, fault address 0x00011baa.

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Subject: Re: [TOOL] chunky  
Posted by [NACHO-ARG](#) on Sun, 24 Jun 2012 17:18:16 GMT  
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much apreciated saberhawk.

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Subject: Re: [TOOL] chunky  
Posted by [Sean](#) on Sun, 24 Jun 2012 18:52:39 GMT  
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Nice name

Chunky.

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Subject: Re: [TOOL] chunky  
Posted by [reborn](#) on Mon, 25 Jun 2012 09:31:00 GMT  
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Very cool!

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Subject: Re: [TOOL] chunky  
Posted by [iRANian](#) on Mon, 25 Jun 2012 10:09:27 GMT  
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Nice.

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Subject: Re: [TOOL] chunky  
Posted by [Gen\\_Blacky](#) on Mon, 25 Jun 2012 14:15:26 GMT  
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Sweet.

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**Subject: Re: [TOOL] chunky**

Posted by [roszek](#) on Thu, 28 Jun 2012 11:55:20 GMT

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Generalcamo wrote on Sun, 24 June 2012 06:30

EDIT: Chunky doesn't support windows XP? What the...

I have no problems running it under XP.

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**Subject: Re: [TOOL] chunky**

Posted by [Mauler](#) on Mon, 02 Jul 2012 14:21:59 GMT

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So is the Chunk tool that can be used to properly display lightmaps?

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**Subject: Re: [TOOL] chunky**

Posted by [saberhawk](#) on Mon, 02 Jul 2012 15:58:16 GMT

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Mauler wrote on Mon, 02 July 2012 07:21 So is the Chunk tool that can be used to properly display lightmaps?

Not sure if I understood this correctly. If you are asking if this tool can be used to modify .w3d files in order to add PRELIT\_ chunks, the answer is no (chunks currently cannot be added, removed, or reordered).

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**Subject: Re: [TOOL] chunky**

Posted by [Mauler](#) on Tue, 03 Jul 2012 22:36:34 GMT

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I asked due to a previous PM i sent you earlier about WLT files,

and you replied with this

Quote: The chunk tool will be released when it's done, the wlt plugin is attached. You will need the Visual Studio 2010 Redistributable package installed.

Quote: The wlt file just contains lights that are imported into LevelEdit for dynamic objects. The chunk tool takes 3 or 5 different exported w3d files (depending on whether or not alternate

materials are used aka destroyed building materials/lights) and turns them into a single w3d file with proper lightmap chunks so that the lighting mode setting in wwconfig works and the game/LE don't try applying vertex lighting.

So that's why i asked if this was the chunk tool you had mentioned that would create a new W3D with the prelit chunks

But i'm guessing this is different

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