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 reflecing (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.