Subject: Adding Characters in Mission
Posted by sauron--the--king on Sun, 05 Dec 2010 13:14:37 GMT
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Hello, I've been working on a map for a while. In this map there is a crashed UFO and NOD is getting technology out of the UFO. They are experimenting with it on their soldiers. I've downloaded some W3D skins from this site (The Convonent characters):
http://www.renegadeforums.com/index.php?t=msg&goto=248490&rid=0

I want to have whole new Characters. But when I place these W3D files in the Renegade Data Folder, some of the original units like the NOD Flamethrower will be replaced.
This is because the name of these W3D files are the same as the name of the original characters. When changing these names, the game won't be able to load them. Even when I place these W3D files in the data folder it won't work.

How can I add these as new characters to level editor and after that play the map itself with these characters without crashing the game?

Kind regards,
Sauron