
Subject: Re: Adding Characters in Mission

Posted by [Jerad2142](#) on Fri, 10 Dec 2010 00:01:21 GMT

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sauron--the--king wrote on Thu, 09 December 2010 16:10Really nice help Jerad2142

[img=images/smiley_icons/bigups.gif]Big Ups[/img]

When I renamed the file, the context of the W3D file wasn't the same as the name, which caused it not to load the right one. I've used XVI32 to replace ALL the "c_ag_nod_stlth" to "c_ag_nod_AHT" (alien heavy trooper). After replacing every little "stlth" in the file, I placed it into the renegade folder and the level edit folder. I gave the unit an ingame new name, so now it is a whole new unit for inside the game. Thanks again!

Just for future reference, (if you didn't already guess) you have to make sure that the name is the same length as the original name when you rename it with XVI32 (or any hex editor for that matter) or else it'll break the file.

But your welcome [img=images/smiley_icons/thumbup.gif]Thumbs Up[/img]
