Things are getting a little weird now

The goal is in sight now yet some things are very mysterious. meshes pulling bone data from other files without any reference to them other than making wild guesses about filenames, level of detail meshes that reference the same hierarchy, there's no differentation between matrices or bones and aggregates that give dr moebius exchangable heads. It's like a taco inside a taco inside a Taco Bell inside a KFC inside a mall inside your dream.

The big picture is just out of reach. Could it be some super hierarchy of models that transcends .w3d and .mix files? Will keep slugging it, but any more info is appreciated.

File Attachments
1) w3dclown.JPG, downloaded 1919 times