
Subject: Another dumb question from me.

Posted by [ChewML](#) on Fri, 16 Oct 2009 21:50:33 GMT

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I just wanted to know if you could take the w3d files for one character of Ren then rename them to replace another.

Like for example, if I wanted Locke as one of the Havocs... Could I just extract his w3d files and rename them as the snow or desert Havoc?

And if the above worked would I be right to assume I would need to do the same for the DDS files?

Thinking even further if those two ideas work... Would it be possible to have the name changed to show that it was Locke instead of saying it was Havoc when targeted? This one I don't much care about, if it was not possible or too difficult.

Subject: Re: Another dumb question from me.

Posted by [cnc95fan](#) on Fri, 16 Oct 2009 22:10:12 GMT

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Edit the Havoc preset file and change it's model to that of Locke and the string name to Locke

Subject: Re: Another dumb question from me.

Posted by [ChewML](#) on Fri, 16 Oct 2009 22:15:48 GMT

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cnc95fan wrote on Fri, 16 October 2009 17:10Edit the Havoc preset file and change it's model to that of Locke and the string name to Locke

Where would I find this preset file?

Subject: Re: Another dumb question from me.

Posted by [Omar007](#) on Sat, 17 Oct 2009 00:05:46 GMT

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Chew wrote on Sat, 17 October 2009 00:15cnc95fan wrote on Fri, 16 October 2009 17:10Edit the Havoc preset file and change it's model to that of Locke and the string name to Locke

Where would I find this preset file?

It's in LE but you are then modifying the objects.ddb therefore you can't play online.

EDIT: Unless you make it a PKG.

Anyway you should be able to use it somehow without modifying presets. Just look at the custom

characters already around for example ^^

Subject: Re: Another dumb question from me.

Posted by [ChewML](#) on Sat, 17 Oct 2009 00:38:09 GMT

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So changing presets is out of the question (for me at least)...

Would the way I put it work, where I would just change w3d file names and place them in my data? I would assume they would but I don't do models, so I don't know the way these work.

Subject: Re: Another dumb question from me.

Posted by [ChewML](#) on Sat, 17 Oct 2009 02:01:33 GMT

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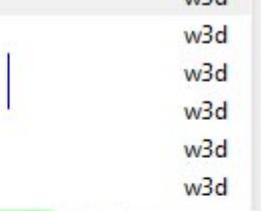
After digging through my XCC mixer these are the w3d files that I found.

Which of these are the files used for online? I tried to rename the locke files to the havoc ones, but when i go to buy the desert havoc it crashes my ren... I also renamed the locke DDS file to the desert havoc one assuming I would have needed to.

Anyone have any ideas?

File Attachments

1) [ssxcc.jpg](#), downloaded 768 times

c_gdi_lock_head.w3d	w3d
c_gdi_locke_w3d	w3d
c_gdi_locke_l0.w3d	w3d
c_gdi_locke_l1.w3d	w3d
c_gdi_locke_l2.w3d	w3d
c_gdi_locke_l3.w3d	w3d
	
c_havocd_w3d	w3d
c_havocd_head.w3d	w3d
c_havocd_l0.w3d	w3d
c_havocd_l1.w3d	w3d
c_havocd_l2.w3d	w3d
c_havocd_l3.w3d	w3d
	
c_ag_gdi_locke.w3d	w3d
c_ag_havocd.w3d	w3d

Subject: Re: Another dumb question from me.
Posted by [R315r4z0r](#) on Sat, 17 Oct 2009 03:12:06 GMT
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I don't know much about character models, but I think they are all used.

I think the "L" (as in L1, L2, L3, ect) stands for "level" or maybe even "load."

I think each of those models are different detail levels. In Renegade, units have a LOD that changes the detail of units based on how far you are from them. The further you are, the less detailed they get (thus less the computer needs to process.)

Subject: Re: Another dumb question from me.
Posted by [ChewML](#) on Sat, 17 Oct 2009 03:16:27 GMT
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After going and downloading some other models people have released I see that they only used the c_ag w3d files... but I already tried just switching those and no still got crashes.

Subject: Re: Another dumb question from me.
Posted by [R315r4z0r](#) on Sat, 17 Oct 2009 03:21:01 GMT
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I think because the W3D engine knows what the file actually is (other than just the name.)

I think it looks at file size and actual content, instead of just names. So simply replacing the name of a model or something would result in a miss-match and a crash.

Textures are probably the exception to this rule. WW probably intended for that, however.

Subject: Re: Another dumb question from me.
Posted by [crysiss992](#) on Sat, 17 Oct 2009 04:23:22 GMT
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im not sure, but i would say open the "Locke" char with RenX put textures on it and save it with havoc model name? i think this should work, or?

Subject: Re: Another dumb question from me.
Posted by [ChewML](#) on Sat, 17 Oct 2009 04:49:09 GMT
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RenX is part of the problem... I don't have it installed atm, because the last 10 times I have

installed it I didn't figure it out... lol.

I just figured with both the w3d files coming from Ren there wouldn't be a need for some conversion, but that is why this thread is called "another dumb question from me".

Subject: Re: Another dumb question from me.

Posted by [ErroR](#) on Sat, 17 Oct 2009 10:32:30 GMT

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R315r4z0r wrote on Sat, 17 October 2009 06:21 I think because the W3D engine knows what the file actually is (other than just the name.)

I think it looks at file size and actual content, instead of just names. So simply replacing the name of a model or something would result in a miss-match and a crash.

Textures are probably the exception to this rule. WW probably intended for that, however. indeed, BUT if you hex edit it "rename it from inside the file" the it will work. Open c_ag_locke in a hex editor and change all the "locke" values to "havoc"

EDIT: will have to correct myself. DO NOT CHANGE THE locke.dds VALUE to havoc.dds, unless you have a custom skin and want it to affect only the character you are hex editing. IN that case change it. But keep in mind the character count of the file name has to be the same

Subject: Re: Another dumb question from me.

Posted by [Omar007](#) on Sat, 17 Oct 2009 10:47:10 GMT

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ErroR wrote on Sat, 17 October 2009 12:32 R315r4z0r wrote on Sat, 17 October 2009 06:21 I think because the W3D engine knows what the file actually is (other than just the name.)

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You took the words out of my mouth

HEX edit it but leave the DDS names intact

Subject: Re: Another dumb question from me.

Posted by [Altzan](#) on Sat, 17 Oct 2009 21:19:34 GMT

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Switches GDI and Nod characters for mass confusion

Subject: Re: Another dumb question from me.

Posted by [ChewML](#) on Sat, 17 Oct 2009 21:43:56 GMT

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Anyone have any suggestions for a n00b friendly hex editor download?

Subject: Re: Another dumb question from me.

Posted by [LeeumDee](#) on Sun, 18 Oct 2009 00:22:52 GMT

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Chew wrote on Sat, 17 October 2009 22:43 Anyone have any suggestions for a n00b friendly hex editor download?

XVI32

or

Hex Workshop

Subject: Re: Another dumb question from me.

Posted by [ChewML](#) on Sun, 18 Oct 2009 00:39:13 GMT

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I downloaded this other program before the other 2 suggestions were made... seems simple enough, just hope it is the right type...

So this is what I have.

What part of these files should I copy paste over, and what part should be left alone for the DDS file?

File Attachments

1) [wat.jpg](#), downloaded 683 times

Cygnus FREE EDITION - [c_ag_havocD...]

File Edit View Window Help															
000000000	00	06	00	00	A4	00	00	80-01	06	00	00	14	00	00	00
000000010	03	00	01	00	63	5F	61	67-5F	68	61	76	6F	63	44	00
000000020	00	00	00	00	02	06	00	00-64	00	00	00	43	5F	48	41
000000030	56	4F	43	44	5F	00	00	00-00	00	00	00	00	00	00	00
000000040	00	00	00	00	00	00	00	00-00	00	00	01	00	00	00	00
000000050	43	5F	48	41	56	4F	43	44-5F	48	45	41	44	00	00	00
000000060	0A	00	00	00	CE	87	53	40-00	00	F4	43	00	00	00	00
000000070	43	20	48	45	41	44	00	00-00	00	00	00	00	00	00	00
000000080	01	00	00	00	00	00	00	00-0A	00	00	00	FF	FF	7F	7F
000000090	04	06	00	00	14	00	00	00-19	00	00	00	01	00	00	00
0000000A0	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00

Cygnus FREE EDITION - [c_ag_gdi_locke]

File Edit View Window Help															
000000000	00	06	00	00	B0	00	00	80-01	06	00	00	14	00	00	00
000000010	03	00	01	00	63	5F	61	67-5F	67	64	69	5F	6C	6F	63
000000020	6B	65	00	00	02	06	00	00-64	00	00	00	43	5F	47	44
000000030	49	5F	4C	4F	43	4B	45	5F-00	00	00	00	00	00	00	00
000000040	00	00	00	00	00	00	00	00-00	00	00	00	01	00	00	00
000000050	43	5F	47	44	49	5F	4C	4F-43	4B	5F	48	45	41	44	00
000000060	FF	FF-FF	FF												
000000070	43	20	48	45	41	44	00	00-06	00	00	00	07	00	00	00
000000080	FF	FF-FF	FF												
000000090	03	06	00	00	04	00	00	00-00	00	00	00	04	06	00	00
0000000A0	14	00	00	00	19	00	00	00-01	00	00	00	00	00	00	00
0000000B0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Subject: Re: Another dumb question from me.
 Posted by [ErroR](#) on Sun, 18 Oct 2009 11:12:12 GMT
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why is it havocD?
 EDIT: oh i see, sleepy today xD but you have to replace only c_ag one.

Subject: Re: Another dumb question from me.
 Posted by [Omar007](#) on Sun, 18 Oct 2009 18:22:13 GMT
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ErroR wrote on Sun, 18 October 2009 13:12 why is it havocD?
 EDIT: oh i see, sleepy today xD but you have to replace only c_ag one.
 Not if you want to replace the Desert Camo version

Subject: Re: Another dumb question from me.
 Posted by [ChewML](#) on Sun, 18 Oct 2009 22:16:02 GMT

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Ok, so I have tried it every way I could think of... but it still crashes...

So if someone would please edit the files for me but take a SS to show the difference I would be very grateful.

I only ask because it sounds easy enough, but I am a n00b.

Just to make sure everyone is clear on my goal: I am trying to make it so General Locke replaces the desert Havoc.

Here are the files to save some time.

File Attachments

- 1) [c_ag_havocd.w3d](#), downloaded 156 times
- 2) [c_ag_gdi_locke.w3d](#), downloaded 141 times

Subject: Re: Another dumb question from me.

Posted by [ErroR](#) on Mon, 19 Oct 2009 15:18:03 GMT

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hex editing won't work in this case, the file name difference is 2 digits

Subject: Re: Another dumb question from me.

Posted by [ErroR](#) on Mon, 19 Oct 2009 15:23:09 GMT

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model character replacement will work tho

Subject: Re: Another dumb question from me.

Posted by [ChewML](#) on Mon, 19 Oct 2009 15:31:51 GMT

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I was afraid of that... oh well, now I can go find something else to change around.

Subject: Re: Another dumb question from me.

Posted by [ChewML](#) on Mon, 19 Oct 2009 16:57:47 GMT

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Ok... would these 2 work together?

They are the same amount of characters.

File Attachments

- 1) [c_ag_cwoman.w3d](#), downloaded 138 times
- 2) [c_ag_havocd.w3d](#), downloaded 135 times

Subject: Re: Another dumb question from me.

Posted by [ErroR](#) on Mon, 19 Oct 2009 17:18:46 GMT

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yes

Subject: Re: Another dumb question from me.

Posted by [ChewML](#) on Mon, 19 Oct 2009 17:20:42 GMT

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Anyone mind throwing them together and taking SS so I can see for sure what to change?

Subject: Re: Another dumb question from me.

Posted by [ErroR](#) on Mon, 19 Oct 2009 19:05:25 GMT

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simply all values "cwoman" to "havocd" but for some reason it doesn't work for me

Subject: Re: Another dumb question from me.

Posted by [ChewML](#) on Mon, 19 Oct 2009 20:09:30 GMT

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Figured it out!

Here the SS's

[Toggle Spoiler](#)

[Toggle Spoiler](#)

File Attachments

- 1) [hexladyhavoc.jpg](#), downloaded 421 times

Cygnus FREE EDITION - c_ag_havocd

File Edit View Window Help



c_ag_cwoman

00000000	00	06	00	00	A4	00	00	80-01	06	00	00	14	00	00	00
00000010	03	00	01	00	63	5F	61	67-5F	63	77	6F	6D	61	6E	00c_ag_cwoman
00000020	00	00	00	00	02	06	00	00-64	00	00	00	43	5F	43	57d...C_C
00000030	4F	4D	41	4E	5F	00	00	00-00	00	00	00	00	00	00	00	OMAN_.....
00000040	00	00	00	00	00	00	00	00-00	00	00	00	01	00	00	00
00000050	43	5F	43	57	4F	4D	41	4E-5F	48	45	41	44	00	53	3E	C_CWOMAN_HEAD...S
00000060	C3	14	DA	BD	CB	A7	4B	3E-58	DC	7A	3F	E3	DA	63	3CK>X.z?...c
00000070	43	20	48	45	41	44	00	BE-C5	4C	E3	3C	AA	74	7A	3F	C_HEAD...L.<.tz
00000080	EE	EE	8E	3F	01	00	7E	3F-00	00	80	3F	00	00	00	00	...?...?...?...
00000090	04	06	00	00	14	00	00	00-19	00	00	00	01	00	00	00
000000A0	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00

c_ag_havocd

00000000	00	06	00	00	A4	00	00	80-01	06	00	00	14	00	00	00
00000010	03	00	01	00	63	5F	61	67-5F	68	61	76	6F	63	44	00c_ag_havocd
00000020	00	00	00	00	02	06	00	00-64	00	00	00	43	5F	43	57d...C_C
00000030	4F	4D	41	4E	5F	00	00	00-00	00	00	00	00	00	00	00	OMAN_.....
00000040	00	00	00	00	00	00	00	00-00	00	00	00	01	00	00	00
00000050	43	5F	43	57	4F	4D	41	4E-5F	48	45	41	44	00	00	00	C_CWOMAN_HEAD...
00000060	0A	00	00	00	CE	87	53	40-00	00	F4	43	00	00	00	00S@...C...
00000070	43	20	48	45	41	44	00	00-00	00	00	00	00	00	00	00	C_HEAD.....
00000080	01	00	00	00	00	00	00	00-0A	00	00	00	FF	FF	7F	7F
00000090	04	06	00	00	14	00	00	00-19	00	00	00	01	00	00	00
000000A0	00	00	00	00	00	00	00	00-00	00	00	00	00	00	00	00

Ready. Press F1 for Help.



DEV_KTOZ-FM...

Command and...

Cygnus FREE E...

Renegade

Adobe Ph...

2) [oldladywithramjetlols.jpg](#), downloaded 419 times



Subject: Re: Another dumb question from me.
Posted by [ErroR](#) on Mon, 19 Oct 2009 20:10:27 GMT
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good and that wasn't a dumb question at all btw

Subject: Re: Another dumb question from me.

Posted by [ChewML](#) on Mon, 19 Oct 2009 20:40:36 GMT

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Turned the normal sak into Kane, but haven't got a SS yet.

ty for the help btw

Subject: Re: Another dumb question from me.

Posted by [Omar007](#) on Mon, 19 Oct 2009 21:40:49 GMT

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That's one crazy grandma
