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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.

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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

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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 17:10 Edit 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?

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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 00:15 cnc95fan wrote on Fri, 16 October 2009 17:10 Edit 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

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characters already around for example ^^

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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.

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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

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1) [ssxcc.jpg](#), downloaded 825 times

c_gdi_lock_head.w3d		w3d
c_gdi_locke_.w3d		w3d
c_gdi_locke_10.w3d		w3d
c_gdi_locke_11.w3d		w3d
c_gdi_locke_12.w3d		w3d
c_gdi_locke_13.w3d		w3d
<hr/>		
c_havocd_.w3d		w3d
c_havocd_head.w3d	2	w3d
c_havocd_10.w3d		w3d
c_havocd_11.w3d		w3d
c_havocd_12.w3d		w3d
c_havocd_13.w3d		w3d
<hr/>		
c_ag_gdi_locke.w3d	3	w3d
c_ag_havocd.w3d	4	w3d

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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.)

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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.

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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.

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Subject: Re: Another dumb question from me.  
Posted by [crisis992](#) 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?

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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

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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".

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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

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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.)

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"  
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You took the words out of my mouth

HEX edit it but leave the DDS names intact

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Subject: Re: Another dumb question from me.

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

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\*Switches GDI and Nod characters for mass confusion\*

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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?

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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

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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

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1) [wat.jpg](#), downloaded 738 times

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```

Cygnus FREE EDITION - [c_ag_havocD...]
File Edit View Window Help
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 00 ....c_ag_havocD.
00000020 00 00 00 00 02 06 00 00-64 00 00 00 43 5F 48 41 .....d...C_HA
00000030 56 4F 43 44 5F 00 00 00-00 00 00 00 00 00 00 00 VOCD_.....
00000040 00 00 00 00 00 00 00 00-00 00 00 00 01 00 00 00 .....
00000050 43 5F 48 41 56 4F 43 44-5F 48 45 41 44 00 00 00 C_HAVOCD_HEAD...
00000060 0A 00 00 00 CE 87 53 40-00 00 F4 43 00 00 00 00 .....S@...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 .....

Cygnus FREE EDITION - [c_ag_gdi_locke]
File Edit View Window Help
00000000 00 06 00 00 B0 00 00 80-01 06 00 00 14 00 00 00 .....
00000010 03 00 01 00 63 5F 61 67-5F 67 64 69 5F 6C 6F 63 ....c_ag_gdi_loc
00000020 6B 65 00 00 02 06 00 00-64 00 00 00 43 5F 47 44 ke.....d...C_GD
00000030 49 5F 4C 4F 43 4B 45 5F-00 00 00 00 00 00 00 00 I_LOCKE_.....
00000040 00 00 00 00 00 00 00 00-00 00 00 00 01 00 00 00 .....
00000050 43 5F 47 44 49 5F 4C 4F-43 4B 5F 48 45 41 44 00 C_GDI_LOCK_HEAD.
00000060 FF FF FF FF FF FF FF FF-FF FF FF FF FF FF FF .....
00000070 43 20 48 45 41 44 00 00-06 00 00 00 07 00 00 00 C HEAD.....
00000080 FF FF FF FF FF FF FF FF-FF FF FF FF 0F 00 00 00 .....
00000090 03 06 00 00 04 00 00 00-00 00 00 00 04 06 00 00 .....
000000A0 14 00 00 00 19 00 00 00-01 00 00 00 00 00 00 00 .....
000000B0 00 00 00 00 00 00 00 00 .....

```

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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  
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Sun, 18 October 2009 13:12why 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

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- 1) [c\\_ag\\_havocd.w3d](#), downloaded 164 times
  - 2) [c\\_ag\\_gdi\\_locke.w3d](#), downloaded 153 times
- 

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Subject: Re: Another dumb question from me.  
Posted by [ErroR](#) on Mon, 19 Oct 2009 15:18:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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

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Subject: Re: Another dumb question from me.  
Posted by [ErroR](#) on Mon, 19 Oct 2009 15:23:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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model character replacement will work tho

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

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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?

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They are the same amount of characters.

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### File Attachments

- 1) [c\\_ag\\_cwoman.w3d](#), downloaded 152 times
  - 2) [c\\_ag\\_havocd.w3d](#), downloaded 146 times
- 

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Subject: Re: Another dumb question from me.  
Posted by [ErroR](#) on Mon, 19 Oct 2009 17:18:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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yes

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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?

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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

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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

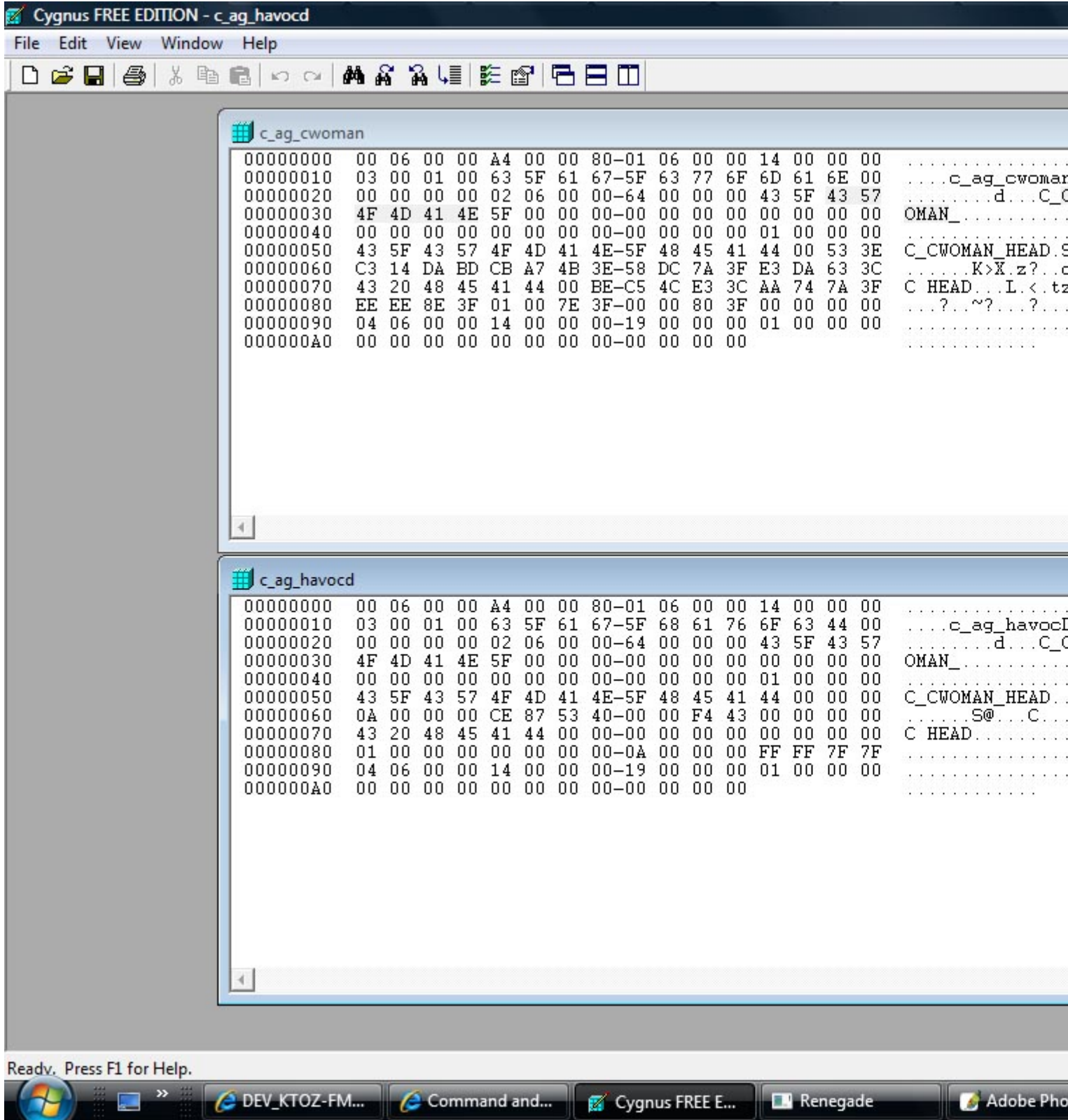
Toggle Spoiler

Toggle Spoiler

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### File Attachments

- 1) [hexladyhavoc.jpg](#), downloaded 483 times
-



2) [oldladywithramjetlols.jpg](#), downloaded 467 times



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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

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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

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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

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