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Subject: Switching model files

Posted by [collective10](#) on Tue, 26 Feb 2008 18:46:14 GMT

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this is a simple question but, how can i change a model, like a gdi soldier, to become that of dolf, dino, eyeboy, and the rest, i extract the .w3d file from always.dat and rename to what it says in characters.ini, but when i choose the character i changed the .w3d on, the game closes

does anyone know the proper way to change .w3d models on chars, if so, do tell please

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