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Subject: Re: boning a character

Posted by [ErroR](#) on Tue, 22 Sep 2009 11:14:20 GMT

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shippo wrote on Tue, 22 September 2009 03:37I have another question,

I want to make a GDI Navy Officer using the exsisting Nod Sea Captian. is there a way I could just copy him and rename the copy?

yes, you have to hex edit (it's like renaming the file from inside), you need to copy the texture and model, then rename them, then hex edit them (it has to have the same character count as the one you want to replace). Let's say the names are c\_gdi\_captn.w3d and c\_gdi\_captn.dds. You take a hex editor:

<http://www.handshake.de/user/chmaas/delphi/download/xvi32.zip>

now open the w3d file with the hex editor, and search for c\_nod\_captn and c\_nod\_captn.dds/tga and replace it with the name of the char you want to replace. The real one isn't nod and gdi captn but look it up.

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