Subject: Re: boning a character
Posted by ErroR on Wed, 23 Sep 2009 12:14:57 GMT

shippo wrote on Wed, 23 September 2009 02:02I downloaded the hex thing, and with it I imported all of these files

c_nod_seacptn_.w3d
c_nod_seacptn_head_.w3d
c_nod_seacptn_l0.w3d
c_nod_seacptn_l1.w3d
c_nod_seacptn_l2.w3d
c_nod_seacptn_l3.w3d

I then changed anything that said "nod" to "GDI", and saved all of them together as
c_ag_gdi_seacptn.w3d. Is this correct so far?
it should be ok, you need only c_ag_gdi_scptn.w3d (hex edit the c_ag_nod_seacptn) will work if
you make a pkg, but if not then you have to rename it to the file you want it to replace