Subject: Switching characters using gmax/renx...
Posted by ChewML on Thu, 22 Oct 2009 20:51:48 GMT
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I got the hex editing figured out, but some characters I can't swiitch like I want due to the number of characters in the files.

Before I delete these programs for the 11th time...

I was wondering if someone might be able to explain how to take character w3d files from Ren and make them work for another.

If someone wants to do one and make SS to show, I would like to see the first havoc replaced with general locke.

I only ask because I figure it would be simple enough since the models, textures, boning, or whatever else is already done.

Here are the files to save time if someone decides to make a nice tutorial or whatever.

hmm... now that I think of it you would prolly only need the locke w3d, but I'll leave the havoc one there just in case or for reference.

File Attachments
1) c_ag_gdi_locke.w3d, downloaded 224 times
2) c_ag_havoc.w3d, downloaded 234 times