Subject: Re: Making own MOD
Posted by Jerad2142 on Tue, 07 Dec 2010 19:27:33 GMT

sauron--the--king wrote on Mon, 06 December 2010 13:41How can I add them then? When I try to, this happends:

The Character which I'm trying to load exists. It is in the Always file. But still it won't load the W3D file, because then this error occures again...

Maybe you know how to solve these problems, if you don't, thanks for trying
The issue is the name of the 3d model c_ag_alien_general is too long, if you open it with the w3d viewer you'll notice the name cuts off at 16 chars or so. To solve the issue rename the file the same as its named inside the viewer, and then match make sure to reassign it in leveleditor before you reload the level. (So the new name will be like c_ag_alien_gener.W3D).