
Subject: Re: Adding Characters in Mission

Posted by [sauron--the--king](#) on Thu, 09 Dec 2010 23:10:05 GMT

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Really nice help Jerad2142 [img=images/smiley_icons/bigups.gif]Big Ups[/img]

When I renamed the file, the context of the W3D file wasn't the same as the name, which caused it not to load the right one. I've used XVI32 to replace ALL the "c_ag_nod_stlth" to "c_ag_nod_AHT" (alien heavy trooper). After replacing every little "stlth" in the file, I placed it into the renegade folder and the level edit folder. I gave the unit an ingame new name, so now it is a whole new unit for inside the game. Thanks again!
