
Subject: Changing models.

Posted by [Orca](#) on Thu, 24 Aug 2006 08:11:31 GMT

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Is there any way to change character models to different ones from singleplayer? For example, I've seen GDI Mp skins for the minigunner but I want to change the actual model of the GDI soldier to the MP model or even civilian models. I'd obviously want to use them in multiplayer mode. If this is possible can it be done for tanks as well?

Subject: Re: Changing models.

Posted by [LR01](#) on Thu, 24 Aug 2006 15:20:25 GMT

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Are you talking serversided?

then you only need to change these setting in objects.ddb

You have LE? and now how it works a little?

Subject: Re: Changing models.

Posted by [Orca](#) on Fri, 25 Aug 2006 10:40:38 GMT

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Client side. I have LE but I'm pretty sure that has nothing to do with this. I want to change my character models into the singleplayer models. Is this doable? I have seen the "reborn soldier" replace the GDI soldier so I believe there must be a way.

Subject: Re: Changing models.

Posted by [futura83](#) on Fri, 25 Aug 2006 10:51:25 GMT

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do you run renguard?

cos if you run renguard you can change the models but renguard won't let you connect.

Subject: Re: Changing models.

Posted by [Goztow](#) on Fri, 25 Aug 2006 11:38:07 GMT

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Doesn't he just mean skins?

Subject: Re: Changing models.

Posted by [Orca](#) on Fri, 25 Aug 2006 12:05:15 GMT

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I want MODELS not SKINS. For example a civilian model from single player mode brought over to multiplayer mode. Is it possible to make it work online? Ive tried putting objects.ddb with different models but that didnt work and i tried renaming the civilian models to the gdi soldier model name and that didnt work either... can anyone help me out?

Subject: Re: Changing models.

Posted by [Zion](#) on Fri, 25 Aug 2006 12:29:59 GMT

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SSAOW

Subject: Re: Changing models.

Posted by [futura83](#) on Fri, 25 Aug 2006 13:06:49 GMT

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i think he means on every server he plays, and ssaow dosnt change model it just changes what you spawn as.

he wants it so that the normal minigunner model is changed to that of a single player model

think of the 'big-head' cheat, but instead of heads being big, the model is completely different

Subject: Re: Changing models.

Posted by [Orca](#) on Fri, 25 Aug 2006 13:09:41 GMT

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um? elaborate

Subject: Re: Changing models.

Posted by [Orca](#) on Fri, 25 Aug 2006 13:10:38 GMT

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the17doctor wrote on Fri, 25 August 2006 08:06i think he means on every server he plays, and ssaow dosnt change model it just changes what you spawn as.

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Yea thats what im after

Subject: Re: Changing models.

Posted by [Goztow](#) on Fri, 25 Aug 2006 13:28:41 GMT

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Orcaflam3 wrote on Fri, 25 August 2006 15:10the17doctor wrote on Fri, 25 August 2006 08:06i think he means on every server he plays, and ssaow dosnt change model it just changes what you spawn as.

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Yea thats what im after

As they would probably have different sizes, it would be considered cheating.

Subject: Re: Changing models.

Posted by [LR01](#) on Fri, 25 Aug 2006 14:31:49 GMT

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Yes, if you have an enemy, it would be a different model, means that he might be bigger then normal, if you it him on a part that is bigger, you cheat.

But if you want to, you must use LE to change it, but then you need to use a modified object.ddb, version mismatch.

Subject: Re: Changing models.

Posted by [Orca](#) on Sat, 26 Aug 2006 22:34:26 GMT

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Goztow wrote on Fri, 25 August 2006 08:28Orcaflam3 wrote on Fri, 25 August 2006 15:10the17doctor wrote on Fri, 25 August 2006 08:06i think he means on every server he plays, and ssaow dosnt change model it just changes what you spawn as.

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think of the 'big-head' cheat, but instead of heads being big, the model is completely different

Yea thats what im after

As they would probably have different sizes, it would be considered cheating.

Characters such as the MP and the GDI POWS are the same size as regular soldiers. If i wanted to cheat id go put bigheads now but thats not what i want. I just wanna change the look of my characters nothing else gained from it honestly.

Subject: Re: Changing models.

Posted by [LR01](#) on Sun, 27 Aug 2006 09:08:06 GMT

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Yes, and stop ignore me, can you use LE?

Subject: Re: Changing models.
Posted by [Orca](#) on Sun, 27 Aug 2006 12:52:41 GMT
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Yes i know how to use LE very well. I tried changing the GDI spawner to the MP model and that didnt work. I also tried replacing the object/soldier/gdi soldier model to MP as well and that didnt work either. Im running out of ideas.

Subject: Re: Changing models.
Posted by [LR01](#) on Sun, 27 Aug 2006 13:13:25 GMT
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the CnC_GDI_MiniGunner_0?

Subject: Re: Changing models.
Posted by [Orca](#) on Sun, 27 Aug 2006 14:38:40 GMT
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LR01 wrote on Sun, 27 August 2006 06:13the CnC_GDI_MiniGunner_0?

Yes that one. I even changed every single gdi soldier in that list and it didnt work. It worked offline but not online. Server side only?

Subject: Re: Changing models.
Posted by [LR01](#) on Sun, 27 Aug 2006 14:53:14 GMT
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how did you tested it online?

Subject: Re: Changing models.
Posted by [Orca](#) on Mon, 28 Aug 2006 08:27:48 GMT
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objects.ddb tbn
