Subject: Other char on SP
Posted by GSamurai on Sun, 15 Apr 2007 11:53:11 GMT
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Is it possible to be another character on Single Player mode, like gunner, sidney with PIC, etc.?
If so how?

Subject: Re: Other char on SP
Posted by Zion on Sun, 15 Apr 2007 13:41:07 GMT
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Change the name of the w3d file you play as to the w3d file of the other character. Heck, you
could even run around as a chicken

Subject: Re: Other char on SP
Posted by GSamurai on Sun, 15 Apr 2007 14:58:56 GMT
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LOL Thx

Subject: Re: Other char on SP
Posted by FireRescue343 on Sun, 15 Apr 2007 16:12:08 GMT
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mero where do u find w3ds for ren?

Subject: Re: Other char on SP
Posted by GSamurai on Sun, 15 Apr 2007 16:41:28 GMT
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i think its in the always.dat, i used renegadeEx to open it

By the way which 1 is the SP one? i tried to find it to change as you said but they were to many,
its the havoc ones?

Subject: Re: Other char on SP
Posted by FireRescue343 on Sun, 15 Apr 2007 17:06:33 GMT
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found dat

Subject: Re: Other char on SP
Posted by FireRescue343 on Sun, 15 Apr 2007 17:11:02 GMT
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where is the file know as the one u play? do u just replace havocs w3d in single player to some other char?

Subject: Re: Other char on SP
Posted by FireRescue343 on Sun, 15 Apr 2007 17:13:46 GMT
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i found havoc but im not sure what to do after that can someone tell me

Subject: Re: Other char on SP
Posted by Zion on Sun, 15 Apr 2007 17:15:31 GMT
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Spam, spam spam, spam spam spam. There is an edit button you know and don't say it didn't work because you made all those posts within 30 minutes.

All the w3d files go together.

Subject: Re: Other char on SP
Posted by FireRescue343 on Sun, 15 Apr 2007 17:17:20 GMT
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i know i know i was about to type sry for that but i saw ur pm ;(

Subject: Re: Other char on SP
Posted by Dave Anderson on Sun, 15 Apr 2007 17:45:19 GMT
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Royal, you need to abide by the rules and change your signature to something significantly smaller. Your signature should be no bigger than 4-5 lines of text.

Subject: Re: Other char on SP
Posted by Zion on Sun, 15 Apr 2007 19:26:28 GMT
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Says the person with 5 lines of text and an image (the spaces between text count as a line).

But i see your point. His sig is just plain annoying tbh.

Subject: Re: Other char on SP
Posted by FireRescue343 on Sun, 15 Apr 2007 21:12:07 GMT
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can we stop talking about sig pics now and tell me how to do this?

Subject: Re: Other char on SP
Posted by Dave Anderson on Sun, 15 Apr 2007 21:50:00 GMT
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He already explained how to do it.

Merovingian wrote:Change the name of the w3d file you play as to the w3d file of the other character.

Subject: Re: Other char on SP
Posted by FireRescue343 on Sun, 15 Apr 2007 21:58:12 GMT
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well i still dont get it lol

Subject: Re: Other char on SP
Posted by Dave Anderson on Sun, 15 Apr 2007 22:18:17 GMT
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The W3D file you want to use, rename it to match the name of the W3D file used in the single-player campaign and throw it in your data folder.

Subject: Re: Other char on SP
Posted by Slave on Sun, 15 Apr 2007 23:14:08 GMT
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Ain't the w3d name baked into the file itself? As far as i can recall ren will crash when the internal name and external filename differ.

Subject: Re: Other char on SP

Posted by Zion on Mon, 16 Apr 2007 13:04:57 GMT
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I'm not sure, since if it was then w3d cheats (bighead, wallhack etc) and weapon mods wouldn't work.

Subject: Re: Other char on SP
Posted by Spyder on Mon, 16 Apr 2007 15:27:16 GMT
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Better suggestion:
Download Renegade Modding Tools (Renegade Editor)
Install Renegade Modding Tools
Open Renegade Modding Tools
Create a new mod
Open the infantry presets and change all the havoc presets into the ones from sydney or gunner or whatever you want. You can only change the w3d files per character, but the weapons will stay the same for each character. Like you let the person start off with a P.I.C and a Rocket Launcher, the gunner will also have the P.I.C and the rocket launcher.
Then save the presets and copy/paste the objects.ddb file into your data folder, then run Renegade using the GAME2.EXE file else renguard will tell you that you have a corrupted objects.ddb file in your data folder. Start single player and have fun.

For more info on editing renegade: RenHelp

Subject: Re: Other char on SP
Posted by Jerad2142 on Mon, 16 Apr 2007 17:49:25 GMT
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You would have to reexport the model from RenX to keep renegade form crashing, because the model itself has its own name in the W3D file.

Subject: Re: Other char on SP
Posted by Spyder on Mon, 16 Apr 2007 18:46:35 GMT
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Just do what I said and it will work. I used this lots of times.

Subject: Re: Other char on SP
Posted by Slave on Mon, 16 Apr 2007 20:44:18 GMT
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The internal name can be changed with an hex editor, so can the name of the textures it uses. That's how i seperated the gravgun from the standard repair gun a little while ago.

Subject: Re: Other char on SP
Posted by Slave on Tue, 17 Apr 2007 21:35:07 GMT
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forgot to mention, darksnipa's way wins.

Subject: Re: Other char on SP
Posted by OWA on Wed, 18 Apr 2007 12:17:05 GMT
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There are about 4 differant models of Havoc and 3LODs for each model.

Subject: Re: Other char on SP
Posted by Jerad2142 on Wed, 18 Apr 2007 14:38:34 GMT
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One Winged Angel wrote on Wed, 18 April 2007 06:17There are about 4 differant models of Havoc and 3LODs for each model.
The LODs do not matter, I don't even screw with them, I just save them all in their best appearance. But you will have to save the model for each havoc model, or else it will only be the correct model for a few levels.