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Subject: Replace main characters  
Posted by [techno](#) on Thu, 07 Jun 2007 09:54:05 GMT  
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Hi! I am thinking...what if ...raveslaw got replaced?? Most likely mod him to look different? Could somebody help me to do that? and post how you did that? Thanks!  
TECHNO  
here's an image of Chem\_general!

#### File Attachments

1) [100px-GideonRaveslawHead.jpg](#), downloaded 769 times



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Subject: Re: Replace main characters  
Posted by [\\_SSnipe\\_](#) on Thu, 07 Jun 2007 10:17:58 GMT  
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looks cool man

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Subject: Re: Replace main characters  
Posted by [AoBfrost](#) on Thu, 07 Jun 2007 16:57:38 GMT  
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rav with chem warrior's head? I think the chem's head is part of its body model, not sure, but this sounds a lot harder than import export walla....

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Subject: Re: Replace main characters  
Posted by [Viking](#) on Thu, 07 Jun 2007 21:35:21 GMT  
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Also, it is technically a cheat as the chem's head is large.

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Subject: Re: Replace main characters  
Posted by [jamiejrg](#) on Thu, 07 Jun 2007 23:12:36 GMT  
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Why because you can see it better?

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Subject: Re: Replace main characters  
Posted by [u6795](#) on Thu, 07 Jun 2007 23:21:32 GMT  
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Because the head presents a larger target, is what I think he was gettin at.

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Subject: Re: Replace main characters  
Posted by [nopol10](#) on Fri, 08 Jun 2007 00:17:48 GMT  
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Lol, you're from Singapore (hi there) and you claim that you live in the US.

Anyway, that could be a bighead thing.

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Subject: Re: Replace main characters  
Posted by [Dreganius](#) on Fri, 08 Jun 2007 08:13:22 GMT  
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hehe

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Subject: Re: Replace main characters  
Posted by [techno](#) on Sat, 09 Jun 2007 07:36:01 GMT  
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HI!! am a singaporean living in USA.Thank You.Sorry about the big head thing...  
TECHNO

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Subject: Re: Replace main characters  
Posted by [jamiejrg](#) on Sat, 09 Jun 2007 17:48:53 GMT  
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It's not big head until you modify the K bones. ie the projectile collision bones. The only advantage this would give someone would be being able to see the head better.

Keep in mind. Renegade doesn't use the character mesh as the projectile collision.

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