
Subject: How to edit Existing Renegade Charackters?
Posted by [mr£ÄŞÄ-z](#) on Wed, 17 Sep 2008 18:19:47 GMT
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Because always when i try to load a Charackter W3D it wont show anything in 3Ds Max or W3D Viewer... so how do i edit/load them ?

Subject: Re: How to edit Existing Renegade Charackters?
Posted by [Starbuzzz](#) on Wed, 17 Sep 2008 18:36:14 GMT
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thnaks for asking this...i asked this in jelly mod forums and here too but noone would answer. I hope they answer now to you as you are liked here more. I have been wanting to view SBH in W3D.

Subject: Re: How to edit Existing Renegade Charackters?
Posted by [Di3HardNL](#) on Wed, 17 Sep 2008 19:40:56 GMT
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if you talk about opening original characters you probably tried to open c_ag thingies? those are all 1 kb. open up other files like c_gdi_dead_l0.w3d all character files with l0 at the end are the right ones.

and if it looks all messed up also open s_a_human.w3d then they view right.

look screenshot to see what i am talking about with the l0 files

File Attachments

1) [SS.PNG](#), downloaded 330 times

| Name | Size | Type ^ | Date Modified |
|-----------------|-------|------------------|------------------|
| c_cwoman_ | 2 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_cwoman_head | 42 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_cwoman_l0 | 76 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_cwoman_l1 | 21 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_cwoman_l2 | 15 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_cwoman_l3 | 9 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_femserv_ | 2 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_femserv_l0 | 86 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_femserv_l1 | 25 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_femserv_l2 | 19 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_femserv_l3 | 12 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_fmrv_head | 47 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_dead_ | 4 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_dead_head | 35 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_dead_l0 | 83 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_dead_l1 | 72 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_dead_l2 | 64 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_dead_l3 | 56 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en2_ | 2 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en2_head | 47 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en2_l0 | 82 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en2_l1 | 26 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en2_l2 | 20 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en2_l3 | 10 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en_ | 2 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en_head | 47 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en_l0 | 82 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en_l1 | 26 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en_l2 | 20 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en_l3 | 10 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_gr_ | 2 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_gr_head | 43 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_gr_l0 | 83 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_gr_l1 | 42 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_gr_l2 | 35 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_gr_l3 | 26 KB | W3DView Document | 9/4/2008 9:31 AM |

| Name | Size | Type ^ | Date Modified |
|----------------|------|------------------|------------------|
| c_ag_civ1_male | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civ2_male | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civ3 | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civ3_male | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civ4 | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civ4_male | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civ5_male | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civ6_male | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civf | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_clerg | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_cook | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_cwoman | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_femserv | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_gdi_dead | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_gdi_en | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_gdi_en2 | 1 KB | W3DView Document | 9/4/2008 9:31 AM |

Subject: Re: How to edit Existing Renegade Charackters?

Posted by [mr£Ä\\$Ä-z](#) on Wed, 17 Sep 2008 20:17:31 GMT

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Di3HardNL wrote on Wed, 17 September 2008 14:40if you talk about opening original characters you probably tried to open c_ag thingies? those are all 1 kb. open up other files like c_gdi_dead_l0.w3d all character files with l0 at the end are the right ones.

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Thanks

Subject: Re: How to edit Existing Renegade Charackters?

Posted by [Mauler](#) on Thu, 18 Sep 2008 20:49:32 GMT

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I also would suggest that you might be careful when playing online with modified characters as this raises flags in most moderated servers, just a tip!
