Subject: Another dumb question from me.
Posted by ChewML on Fri, 16 Oct 2009 21:50:33 GMT
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I just wanted to know if you could take the w3d files for one character of Ren then rename them to replace another.

Like for example, if I wanted Locke as one of the Havocs... Could I just extract his w3d files and rename them as the snow or desert Havoc?

And if the above worked would I be right to assume I would need to do the same for the DDS files?

Thinking even father if those two ideas work... Would it be possible to have the name changed to show that it was Locke instead of saying it was Havoc when targeted? This one I don't much care about, if it was not possible or too difficult.

Subject: Re: Another dumb question from me.
Posted by cnc95fan on Fri, 16 Oct 2009 22:10:12 GMT
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Edit the Havoc preset file and change it's model to that of Locke and the string name to Locke

Subject: Re: Another dumb question from me.
Posted by ChewML on Fri, 16 Oct 2009 22:15:48 GMT
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cnc95fan wrote on Fri, 16 October 2009 17:10Edit the Havoc preset file and change it's model to that of Locke and the string name to Locke

Where would I find this preset file?

Subject: Re: Another dumb question from me.
Posted by Omar007 on Sat, 17 Oct 2009 00:05:46 GMT
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Chew wrote on Sat, 17 October 2009 00:15cnc95fan wrote on Fri, 16 October 2009 17:10Edit the Havoc preset file and change it's model to that of Locke and the string name to Locke

Where would I find this preset file?
It's in LE but you are then modifying the objects.ddb therefore you can't play online.

EDIT: Unless you make it a PKG.
Anyway you should be able to use it someway without modifying presets. Just look at the custom

characters already around for example ^^

Subject: Re: Another dumb question from me.
Posted by ChewML on Sat, 17 Oct 2009 00:38:09 GMT
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So changing presets is out of the question (for me at least)...

Would the way I put it work, where I would just change w3d file names and place them in my data? I would assume they would but I don't do models, so I don't know the way these work.

Subject: Re: Another dumb question from me.
Posted by ChewML on Sat, 17 Oct 2009 02:01:33 GMT
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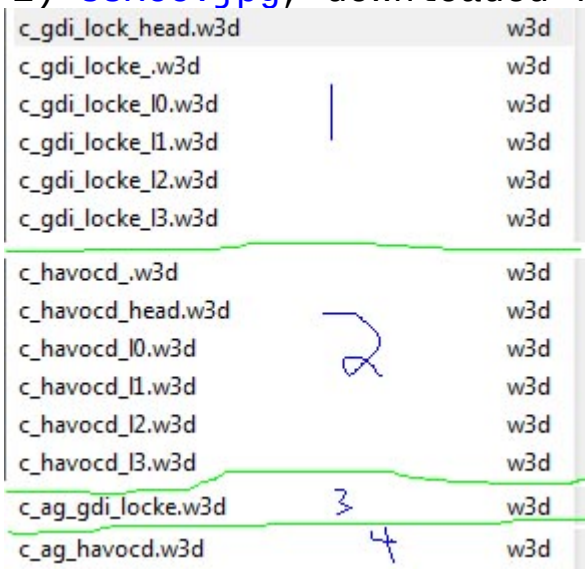
After digging through my XCC mixer these are the w3d files that I found.

Which of these are the files used for online? I tried to rename the locke files to the havoc ones, but when i go to buy the desert havoc it crashes my ren... I also renamed the locke DDS file to the desert havoc one assuming I would have needed to.

Anyone have any ideas?

File Attachments
1) ssxcc.jpg, downloaded 751 times



Subject: Re: Another dumb question from me.
Posted by R315r4z0r on Sat, 17 Oct 2009 03:12:06 GMT
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I don't know much about character models, but I think they are all used.

I think the "L" (as in L1, L2, L3, ect) stands for "level" or maybe even "load."

I think each of those models are different detail levels. In Renegade, units have a LOD that changes the detail of units based on how far you are from them. The further you are, the less detailed they get (thus less the computer needs to process.)

Subject: Re: Another dumb question from me.
Posted by ChewML on Sat, 17 Oct 2009 03:16:27 GMT
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After going and downloading some other models people have released I see that they only used the c_ag w3d files... but I already tried just switching those and no still got crashes.

Subject: Re: Another dumb question from me.
Posted by R315r4z0r on Sat, 17 Oct 2009 03:21:01 GMT
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I think because the W3D engine knows what the file actually is (other than just the name.)

I think it looks at file size and actual content, instead of just names. So simply replacing the name of a model or something would result in a miss-match and a crash.

Textures are probably the exception to this rule. WW probably intended for that, however.

Subject: Re: Another dumb question from me.
Posted by crysis992 on Sat, 17 Oct 2009 04:23:22 GMT
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im not sure, but i would say open the "Locke" char with RenX put textures on it and save it with havoc model name? i think this should work, or?

Subject: Re: Another dumb question from me.
Posted by ChewML on Sat, 17 Oct 2009 04:49:09 GMT
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RenX is part of the problem... I don't have it installed atm, because the last 10 times I have

installed it I didn't figure it out... lol.

I just figured with both the w3d files coming from Ren there wouldn't be a need for some conversion, but that is why this thread is called "another dumb question from me".

Subject: Re: Another dumb question from me.
Posted by ErroR on Sat, 17 Oct 2009 10:32:30 GMT
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R315r4z0r wrote on Sat, 17 October 2009 06:21I think because the W3D engine knows what the file actually is (other than just the name.)

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Textures are probably the exception to this rule. WW probably intended for that, however.
indeed, BUT if you hex edit it "rename it from inside the file" the it will work. Open c_ag_locke in a hex editor and change all the "locke" values to "havoc"
EDIT: will have to correct myself. DO NOT CHANGE THE locke.DDS VALUE to havoc.DDS, unless you have a custom skin and want it to affect only the character you are hex editing. IN that case change it. But keep in mind the character count of the file name has to be the same

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Subject: Re: Another dumb question from me.
Posted by Omar007 on Sat, 17 Oct 2009 10:47:10 GMT
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ErroR wrote on Sat, 17 October 2009 12:32R315r4z0r wrote on Sat, 17 October 2009 06:21I think because the W3D engine knows what the file actually is (other than just the name.)

I think it looks at file size and actual content, instead of just names. So simply replacing the name of a model or something would result in a miss-match and a crash.

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You took the words out of my mouth

HEX edit it but leave the DDS names intact

Subject: Re: Another dumb question from me.

Posted by Altzan on Sat, 17 Oct 2009 21:19:34 GMT
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Switches GDI and Nod characters for mass confusion

Subject: Re: Another dumb question from me.
Posted by ChewML on Sat, 17 Oct 2009 21:43:56 GMT
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Anyone have any suggestions for a n00b friendly hex editor download?

Subject: Re: Another dumb question from me.
Posted by LeeumDee on Sun, 18 Oct 2009 00:22:52 GMT
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Chew wrote on Sat, 17 October 2009 22:43Anyone have any suggestions for a n00b friendly hex editor download?

XVI32
or
Hex Workshop

Subject: Re: Another dumb question from me.
Posted by ChewML on Sun, 18 Oct 2009 00:39:13 GMT
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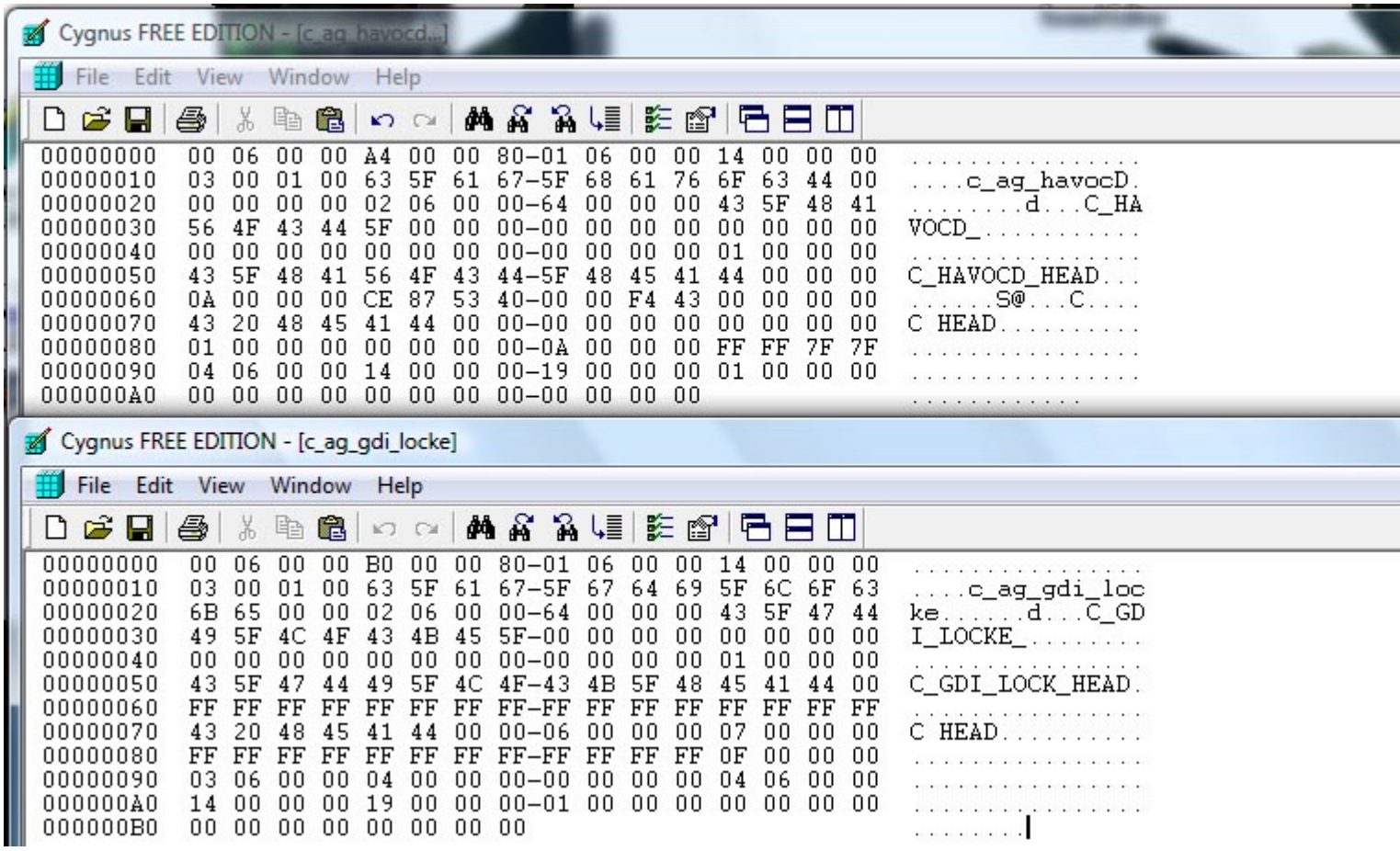
I downloaded this other program before the other 2 suggestions were made... seems simple enough, just hope it is the right type...

So this is what I have.

What part of these files should I copy paste over, and what part should be left alone for the DDS file?

File Attachments
1) wat.jpg, downloaded 665 times



Subject: Re: Another dumb question from me.
Posted by ErroR on Sun, 18 Oct 2009 11:12:12 GMT
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why is it havocD?
EDIT: oh i see, sleepy today xD but you have to replace only c_ag one.

Subject: Re: Another dumb question from me.
Posted by Omar007 on Sun, 18 Oct 2009 18:22:13 GMT
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ErroR wrote on Sun, 18 October 2009 13:12why is it havocD?
EDIT: oh i see, sleepy today xD but you have to replace only c_ag one.
Not if you want to replace the Desert Camo version

Subject: Re: Another dumb question from me.
Posted by ChewML on Sun, 18 Oct 2009 22:16:02 GMT

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Ok, so I have tried it every way I could think of... but it still crashes...

So if someone would please edit the files for me but take a SS to show the difference I would be very grateful.

I only ask because it sounds easy enough, but I am a n00b.

Just to make sure everyone is clear on my goal: I am trying to make it so General Locke replaces the desert Havoc.

Here are the files to save some time.

File Attachments
1) c_ag_havocd.w3d, downloaded 151 times
2) c_ag_gdi_locke.w3d, downloaded 140 times

Subject: Re: Another dumb question from me.
Posted by ErroR on Mon, 19 Oct 2009 15:18:03 GMT
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hex editing won't work in this case, the file name difference is 2 digits

Subject: Re: Another dumb question from me.
Posted by ErroR on Mon, 19 Oct 2009 15:23:09 GMT
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model character replacement will work tho

Subject: Re: Another dumb question from me.
Posted by ChewML on Mon, 19 Oct 2009 15:31:51 GMT
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I was affraid of that... oh well, now I can go find something else to change around.

Subject: Re: Another dumb question from me.
Posted by ChewML on Mon, 19 Oct 2009 16:57:47 GMT
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Ok... would these 2 work together?

They are the same amount of characters.

File Attachments
1) c_ag_cwoman.w3d, downloaded 135 times
2) c_ag_havocd.w3d, downloaded 134 times

Subject: Re: Another dumb question from me.
Posted by ErroR on Mon, 19 Oct 2009 17:18:46 GMT
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yes

Subject: Re: Another dumb question from me.
Posted by ChewML on Mon, 19 Oct 2009 17:20:42 GMT
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Anyone mind throwing them together and taking SS so I can see for sure what to change?

Subject: Re: Another dumb question from me.
Posted by ErroR on Mon, 19 Oct 2009 19:05:25 GMT
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simply all values "cwoman" to "havocd" but for some reason it doesn't work for me

Subject: Re: Another dumb question from me.
Posted by ChewML on Mon, 19 Oct 2009 20:09:30 GMT
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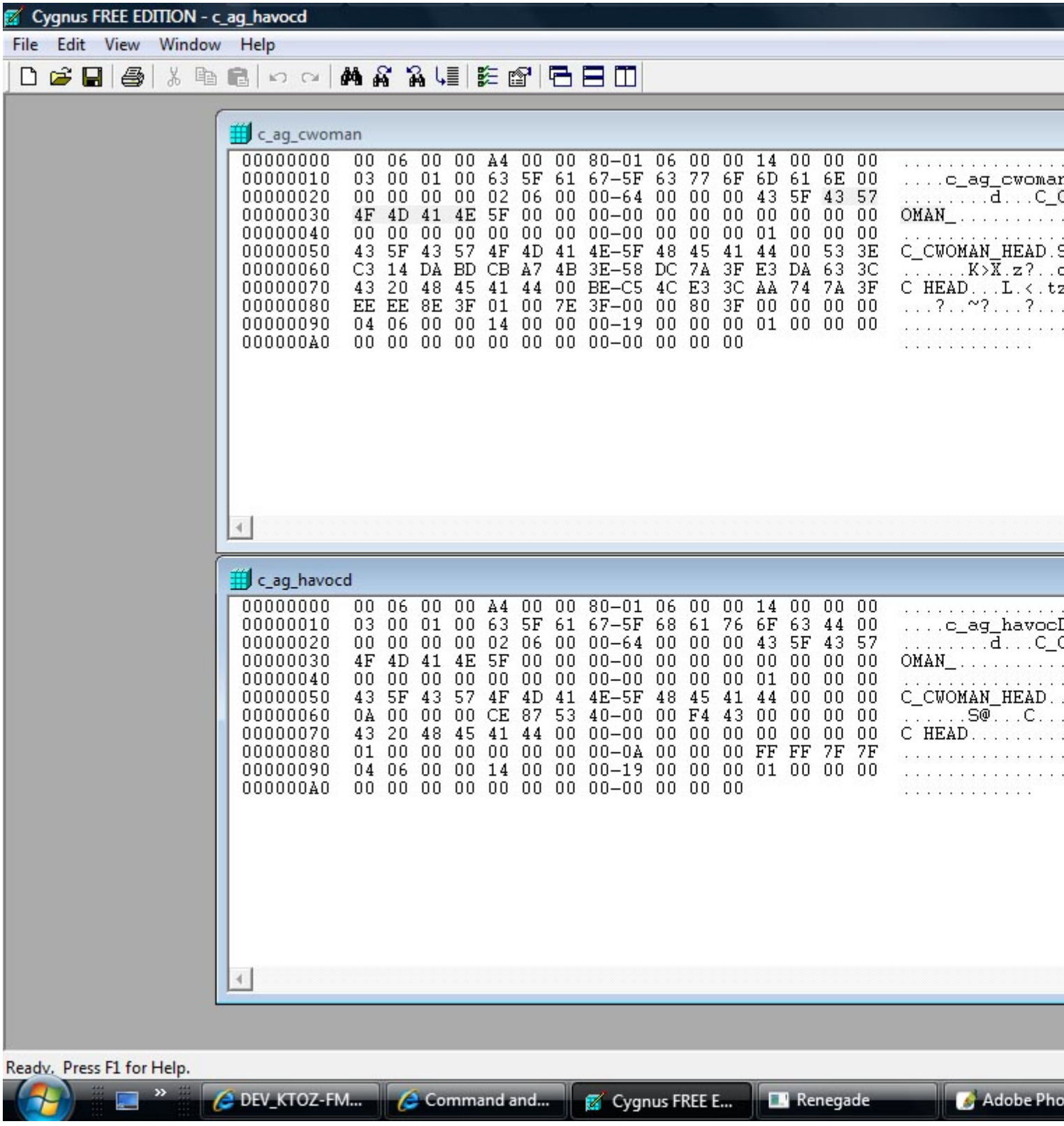
Figured it out!

Here the SS's

Toggle Spoiler

Toggle Spoiler

File Attachments
1) hexladyhavoc.jpg, downloaded 409 times



2) oldladywithramjetlols.jpg, downloaded 404 times

Subject: Re: Another dumb question from me.
Posted by ErroR on Mon, 19 Oct 2009 20:10:27 GMT
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good and that wasn't a dumb question at all btw

Subject: Re: Another dumb question from me.
Posted by ChewML on Mon, 19 Oct 2009 20:40:36 GMT
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Turned the normal sak into Kane, but haven't got a SS yet.

ty for the help btw

Subject: Re: Another dumb question from me.
Posted by Omar007 on Mon, 19 Oct 2009 21:40:49 GMT
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That's one crazy grandma