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Subject: Adding Characters in Mission

Posted by [sauron--the--king](#) on Sun, 05 Dec 2010 13:14:37 GMT

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Hello, I've been working on a map for a while. In this map there is a crashed UFO and NOD is getting technology out of the UFO. They are experimenting with it on their soldiers. I've downloaded some W3D skins from this site (The Convontent characters):  
<http://www.renegadeforums.com/index.php?t=msg&goto=248490&rid=0>

I want to have whole new Characters. But when I place these W3D files in the Renegade Data Folder, some of the original units like the NOD Flamethrower will be replaced. This is because the name of these W3D files are the same as the name of the original characters. When changing these names, the game won't be able to load them. Even when I place these W3D files in the data folder it won't work.

How can I add these as new characters to level editor and after that play the map itself with these characters without crashing the game?

Kind regards,  
Sauron

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Subject: Re: Adding Characters in Mission

Posted by [Altzan](#) on Mon, 06 Dec 2010 00:47:23 GMT

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I'm no good with characters...

It's either the bones/meshes need renaming or just the W3D needs renaming. I honestly don't have any other ideas

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Subject: Re: Adding Characters in Mission

Posted by [sauron--the--king](#) on Mon, 06 Dec 2010 07:26:12 GMT

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I've renamed everything.. I've made a scriptzone which causes you to change into that character. Normally it just works fine, but now the game just crashes...

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Subject: Re: Adding Characters in Mission

Posted by [Jerad2142](#) on Mon, 06 Dec 2010 19:20:56 GMT

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sauron--the--king wrote on Mon, 06 December 2010 00:26 I've renamed everything.. I've made a scriptzone which causes you to change into that character. Normally it just works fine, but now the game just crashes...

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What do you mean by you renamed "everything" did you rename any 3D models?

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Subject: Re: Adding Characters in Mission

Posted by [sauron--the--king](#) on Mon, 06 Dec 2010 20:16:36 GMT

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I've renamed the W3D models and renamed the skins of the new characters I added (4 in total). If I don't rename the W3D models, they will have the same names as existing models. For example:

I've renamed "c\_ag\_nod\_stlth" to "c\_ag\_nod\_Alien\_Heavy\_Trooper". If I don't change this name and place this file in the renegade data folder, all of the Stealth Black hands will change into this character. Because the Stealth black hand is normally like this.

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Subject: Re: Adding Characters in Mission

Posted by [Jerad2142](#) on Tue, 07 Dec 2010 19:32:12 GMT

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sauron--the--king wrote on Mon, 06 December 2010 13:16 I've renamed the W3D models and renamed the skins of the new characters I added (4 in total).

If I don't rename the W3D models, they will have the same names as existing models. For example:

I've renamed "c\_ag\_nod\_stlth" to "c\_ag\_nod\_Alien\_Heavy\_Trooper". If I don't change this name and place this file in the renegade data folder, all of the Stealth Black hands will change into this character. Because the Stealth black hand is normally like this.

Two issues there:

1. When you rename a w3d file it doesn't rename the contents of the file to match, thus when level editor goes to load it it can't find it.
  2. The name of w3d files can't exceed 16 chars (might be 15, I'd have to check and can't right now). When you export a w3d model the name inside the file is truncated at this limit. This causes the names not to match and then you have the same issue as 1 (IE, it crashes because it can't load the model).
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Subject: Re: Adding Characters in Mission

Posted by [sauron--the--king](#) on Thu, 09 Dec 2010 23:10:05 GMT

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Really nice help Jerad2142 [img=images/smiley\_icons/bigups.gif]Big Ups[/img]

When I renamed the file, the content of the W3D file wasn't the same as the name, which caused it not to load the right one. I've used XVI32 to replace ALL the "c\_ag\_nod\_stlth" to "c\_ag\_nod\_AHT" (alien heavy trooper). After replacing every little "stlth" in the file, I placed it into the renegade folder and the level edit folder. I gave the unit an ingame new name, so now it is a whole new unit for inside the game. Thanks again!

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Subject: Re: Adding Characters in Mission  
Posted by [Jerad2142](#) on Fri, 10 Dec 2010 00:01:21 GMT  
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sauron--the--king wrote on Thu, 09 December 2010 16:10 Really nice help Jerad2142

Big Ups

When I renamed the file, the context of the W3D file wasn't the same as the name, which caused it not to load the right one. I've used XVI32 to replace ALL the "c\_ag\_nod\_stlth" to "c\_ag\_nod\_AHT" (alien heavy trooper). After replacing every little "stlth" in the file, I placed it into the renegade folder and the level edit folder. I gave the unit an ingame new name, so now it is a whole new unit for inside the game. Thanks again!

Just for future reference, (if you didn't already guess) you have to make sure that the name is the same length as the original name when you rename it with XVI32 (or any hex editor for that matter) or else it'll break the file.

But your welcome Thumbs Up

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