Orcaflam3 wrote on Wed, 06 September 2006 08:56Which files are the actual soldier models that I can edit when I import the w3d files into gmax? Ive tried c_ag_gdi_mg.w3d etc and they do not work.... so what are the actual full model character file names?

For c_ag_gdi_mg.w3d, the file you probably want is c_gdi_mg_l0.w3d. The soldier's head is probably stored separately though as c_gdi_mg_head.

Files that begin with c_ag_ are typically aggregate files. Their purpose is to link together the various models that make up the soldier. For c_ag_gdi_mg, it probably incorporates c_gdi_mg_l0, c_gdi_mg_l1, c_gdi_mg_l2, c_gdi_mg_l3, c_gdi_mg_head and c_gdi_mg_. The ones ending in _l0, l1, etc are the different detail levels for the model. _head is obviously the head, and the one that ends with just a _ is another linking file for the models. c_ag_gdi_mg is likely built on top of c_gdi_mg_.

All the soldiers should follow this pattern. If you find one with the c_ag_ in it, then the model files likely have the same name, just without the ag_.

I hope that makes sense.