
Subject: Can someone explain why this doesn't work?
Posted by [jamiejrg](#) on Sat, 12 May 2007 16:13:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why is it that I can't replace character models. In my mind this should work. Lets use the nod sniper and nod sbh as an example. Both use the same skeleton (s_a_human) as far as i know and both include the head mesh in the thier lod files.

To me, i should be able to take the sbh models and rename them as the sniper ones and put them in the data folder, and tada i have the sbh sniper. But, this does not work. I just get an invisible character.

I will continue testing this but thus far i no idea whats happening.

Maybe it has something to do with the actual name of the meshes. Like i renamed the sbh w3d file, but inside the mesh is still called c_nod_stlth.

If anyone has anything to add to this or any explanation as to why this isn't working then please share.

edit1 When i launch the game with modified lod files and C_ag and c_***_****_.w3d files my game crashes on start up.

When i launch with modified lod files and c_***_****_.w3d it crashes on multiplayer practice load.

When i launch with just lod files i get ingame but then i can't move the character, and the character is invisible.

Jamie
