
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.

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
You took the words out of my mouth

HEX edit it but leave the DDS names intact
