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Subject: Civilian Characters

Posted by [zunnie](#) on Wed, 20 Jan 2010 01:27:01 GMT

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Does anyone know how i can figure out what Skin/Texture files a civilian character uses?

I opened the W3D in W3D Viewer but it doesnt seem to contain any useful information about it.

I'd like to use them in a Mission i am working on for APB.

The presets im interested in are these:

Object->Soldier->Soldier\_Prestes->Civilian->Clergy->Nun

Object->Soldier->Soldier\_Prestes->Civilian->Clergy->Priest

Object->Soldier->Soldier\_Prestes->Civilian->Generic\_Civilians->Civ\_Female\_v0a

Object->Soldier->Soldier\_Prestes->Civilian->Generic\_Civilians->Civ\_Male\_v3a

Thanks for any help

Greetz zunnie

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