
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.
