sauron--the--king wrote on Mon, 06 December 2010 13:16I'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 samen 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.
Two issues there:
1. When you rename a w3d file it doesn't rename the contents of the file to match, thus when level editor goes to load it it can't find it.
2. The name of w3d files can't exceed 16 chars (might be 15, I'd have to check and can't right now). When you export a w3d model the name inside the file is truncated at this limit. This causes the names not to match and then you have the same issue as 1 (IE, le crashes because it can't load the model).