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Subject: Items to Chars, and Vechs?

Posted by [BlueThen](#) on Sat, 21 Oct 2006 23:16:08 GMT

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Anyway to change the skin of a char/vech(nonflying)into a item?  
I've been trying to figure it out for years (actually for a few hours...)!!!

I've been trying to figure it out with level edit... So do I have to use gmax (I'm no pro at that)?

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Subject: Re: Items to Chars, and Vechs?

Posted by [Zion](#) on Sun, 22 Oct 2006 01:13:30 GMT

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Make a skin, which is loaded upon map load, as an item?

I don't think it can be done since all skins/textures are loaded when the map is loaded, if it's not it will display the default WW skin.

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Subject: Re: Items to Chars, and Vechs?

Posted by [BlueThen](#) on Sun, 22 Oct 2006 16:42:30 GMT

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I'm thinking of it as a object.ddb mod... not a .mix/.pkg.

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Subject: Re: Items to Chars, and Vechs?

Posted by [Zion](#) on Sun, 22 Oct 2006 17:15:42 GMT

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It can't be done, full stop.

Textures are loaded with the map, they can't be loaded half way into the game. They can be loaded in the next game, but that's it.

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Subject: Re: Items to Chars, and Vechs?

Posted by [BlueThen](#) on Sun, 22 Oct 2006 17:56:59 GMT

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Darn. I was hoping for it to be possible

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