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Subject: Asking for some help please!

Posted by [Spyder](#) on Sat, 06 Jan 2007 12:33:46 GMT

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Ok I can get around with weapon modeling now, but I still suck in character boning and stuff. I love to play as Sydney and I hate havoc's square shaped head. So I wanted to change havoc into a sydney. Can someone please do that for me? I told you already that I suck in character modeling, so it's gonna take years to do so... If you can swap the models for havoc, please do it for me!

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Subject: Re: Asking for some help please!

Posted by [rm5248](#) on Sat, 06 Jan 2007 14:39:15 GMT

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Uh... Extract the Sydney model from the always.dat and re-name it to the Havoc model?

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Subject: Re: Asking for some help please!

Posted by [Spyder](#) on Sat, 06 Jan 2007 16:16:44 GMT

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In my opinion, you can't do that, cause the bones are named to the default model. The game will crash instantly then. It's the same with weapons and vehicles.

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Subject: Re: Asking for some help please!

Posted by [Canadacdn](#) on Sat, 06 Jan 2007 17:16:55 GMT

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Are you talking about multiplayer or single-play?

For single-play make a new project in LE, and go to the commando presets, switch their modelnames with sydney's. Save and put the objects.ddb into your data folder. Now Havoc should be Sydney.

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Subject: Re: Asking for some help please!

Posted by [JeepRubi](#) on Sat, 06 Jan 2007 17:18:37 GMT

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You cant rename W3D models because the name it is given goes into the hierarchy of the model.

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Subject: Re: Asking for some help please!

Posted by [Spyder](#) on Sat, 06 Jan 2007 19:04:32 GMT

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Off course i'm NOT talking about single player! I am talking about multiplayer.

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Subject: Re: Asking for some help please!

Posted by [icedog90](#) on Sat, 06 Jan 2007 19:40:19 GMT

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If you do that then you can't use RenGuard.

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Subject: Re: Asking for some help please!

Posted by [0x90](#) on Sat, 06 Jan 2007 19:55:17 GMT

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icedog90 wrote on Sat, 06 January 2007 20:40If you do that then you can't use RenGuard.

you could always ask BHS to put it on the "whitelist" afaik.

0x90

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Subject: Re: Asking for some help please!

Posted by [Spyder](#) on Sat, 06 Jan 2007 20:25:14 GMT

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-RenGuard bypass removed-

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Subject: Re: Asking for some help please!

Posted by [u6795](#) on Sat, 06 Jan 2007 20:44:08 GMT

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Jeep Rubi wrote on Sat, 06 January 2007 12:18You cant rename W3D models because the name it is given goes into the hierarchy of the model.

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