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Subject: Character help  
Posted by [RaptorX](#) on Sun, 29 Jun 2008 06:27:00 GMT  
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thanks for reading this post anyway how do you make a character and add them to the pct?  
(preferably the visceroid)  
i looked here for 2 hours and found nothing.  
plzz help

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Subject: Re: Character help  
Posted by [Goztow](#) on Sun, 29 Jun 2008 06:45:07 GMT  
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Maybe you can find some help on [www.renhelp.net](http://www.renhelp.net) ?

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Subject: Re: Character help  
Posted by [RaptorX](#) on Sun, 29 Jun 2008 19:04:41 GMT  
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thanks this will help out a lot.

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Subject: Re: Character help  
Posted by [RaptorX](#) on Sun, 29 Jun 2008 23:28:37 GMT  
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Goztow wrote on Sun, 29 June 2008 01:45 Maybe you can find some help on [www.renhelp.net](http://www.renhelp.net) ?

one more question where would i find the visceroid w3d file?  
is it built into the game?

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Subject: Re: Character help  
Posted by [Lone0001](#) on Mon, 30 Jun 2008 04:57:58 GMT  
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You should be able to find it in always.dat

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Subject: Re: Character help  
Posted by [ErroR](#) on Mon, 30 Jun 2008 10:43:48 GMT  
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and to open always.dat try RenEX, XCC Mixer (I recommend RenEX it's search function (F3) is better tahn xcc's)

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Subject: Re: Character help

Posted by [mrÅ£ÄŞÄ-z](#) on Mon, 30 Jun 2008 12:27:04 GMT

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Use the Sidebar scripts then you can add much more units

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Subject: Re: Character help

Posted by [RaptorX](#) on Mon, 30 Jun 2008 18:43:49 GMT

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I have the files but now what?

sorry, noob at this.

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