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Subject: Help with Characters.

Posted by [Haziel](#) on Mon, 15 Nov 2010 20:16:44 GMT

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Is there a way to replace models in the game, so I can use them instead of the normal model? Lets say I want to replace Havoc. If not, is there any way to make a new multiplayer character with the model and texture I made?

Thanks in advance.

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Subject: Re: Help with Characters.

Posted by [Dealman](#) on Tue, 16 Nov 2010 05:52:06 GMT

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Haziel wrote on Mon, 15 November 2010 21:16: Is there a way to replace models in the game, so I can use them instead of the normal model? Lets say I want to replace Havoc. If not, is there any way to make a new multiplayer character with the model and texture I made?

Thanks in advance.

Yes, I believe any Texture, Sound and Model can be replaced by placing a new File with the same name(And of course, Format) in the C:/Westwood/Renegade/Data folder. This should override the currently existing one.

However, I believe you'll get banned from most Servers if you're to use custom Models, as it could be used to gain unfair advantages. Custom Skins and Sounds are okay AFAIK.

Check this out for some Tutorials for how to create and import custom Characters;  
[RenegadeHelp Character Tutorials](#)

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Subject: Re: Help with Characters.

Posted by [Haziel](#) on Tue, 16 Nov 2010 20:41:32 GMT

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Dealman wrote on Mon, 15 November 2010 23:52: Haziel wrote on Mon, 15 November 2010 21:16: Is there a way to replace models in the game, so I can use them instead of the normal model? Lets say I want to replace Havoc. If not, is there any way to make a new multiplayer character with the model and texture I made?

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Could you please link directly to the importing custom characters tutorial, if there is one? I'm having trouble locating it.

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Subject: Re: Help with Characters.  
Posted by [Dealman](#) on Tue, 16 Nov 2010 20:51:02 GMT  
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[Boning a Character\(Pictures\)](#)  
[Boning a Character\(Video\)](#)

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