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Subject: Replacing renegade models  
Posted by [Rsx900](#) on Tue, 18 Nov 2003 02:39:07 GMT  
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I would like to know how to replace the player models for renegade...  
For example i want to replace the gdi medium tank how would i do this? would i have to make a new tank model from gmax and then rename it to the medium tanks file name? Thx for the help.

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Subject: Replacing renegade models  
Posted by [Aircraftkiller](#) on Tue, 18 Nov 2003 02:54:12 GMT  
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It will not work unless you are using it for single player or offline LAN play. You will get a mismatch and be unable to join any servers.

This is a precaution to prevent people from cheating the game.

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Subject: Replacing renegade models  
Posted by [Deafwasp](#) on Tue, 18 Nov 2003 03:43:37 GMT  
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What? I don't think thats right ACK... I remember a while back someone made a model replacement for hotwire, it wasn't a skin or a different model from the game with a new skin, it was a completely new model that looked like a new engineer model. I played online with it all the time until I reformatted and didn't care about it anymore.

Unless of course EA released a patch for that or something.

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Subject: Replacing renegade models  
Posted by [Aircraftkiller](#) on Tue, 18 Nov 2003 06:33:24 GMT  
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He said a Medium Tank. Any vehicle replacement will give a mismatch.

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Subject: Replacing renegade models  
Posted by [PsycoArmy](#) on Tue, 18 Nov 2003 09:30:39 GMT  
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Yeh deafwasp pay attention

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Subject: Replacing renegade models

Posted by [Deafwasp](#) on Tue, 18 Nov 2003 15:46:45 GMT

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I was paying attention numb nuts, I didn't know that it was different with vehicles, There both models.

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Subject: Replacing renegade models

Posted by [Rsx900](#) on Tue, 18 Nov 2003 17:22:32 GMT

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So how do i replace models like hotwire? do i make a model rename over hotwire's file name?

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Subject: Replacing renegade models

Posted by [Advanze](#) on Tue, 18 Nov 2003 18:06:43 GMT

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Yeah, you replace the model name.

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Subject: Replacing renegade models

Posted by [Jaspah](#) on Tue, 18 Nov 2003 19:52:03 GMT

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DeafwaspWhat? I don't think thats right ACK... I remember a while back someone made a model replacement for hotwire, it wasn't a skin or a different model from the game with a new skin, it was a completely new model that looked like a new engineer model. I played online with it all the time until I reformatted and didn't care about it anymore.

Unless of course EA released a patch for that or something.

Ah, so someone else has that old advanced engineer model at Renegade Realm.

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Subject: Replacing renegade models

Posted by [Rsx900](#) on Tue, 18 Nov 2003 23:23:49 GMT

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I appreciate the help but i need more information. i understand that i have to make a new model and then rename over a existing character(s) name to replace it. but which file name do i replace? theres multipible ones like "C\_ag\_gdi\_hotw.w3d" "C\_gdi\_hotw\_.w3d" ? and when i do rename the file i just put it in the data folder?

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Subject: Replacing renegade models  
Posted by [ericlaw02](#) on Thu, 20 Nov 2003 07:47:50 GMT  
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Aww....i want that too,i remember i got that when renegade realm was still open....when i was not a modder  
Can someone send me the old Advanced Engineer Model and the old Colt model from Renegade Realm?  
(I deleted it with some other garbage,now i don't have it....lol)

Quote:I appreciate the help but i need more information. i understand that i have to make a new model and then rename over a existing character(s) name to replace it. but wihich file name do i replace? theres multipible ones like  
"C\_ag\_gdi\_hotw.w3d" "C\_gdi\_hotw\_.w3d" ? and when i do rename the file i just put it in the data folder?

Maybe try the first one,then if it don't works,then try the second one....or if they don't work,try two

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Subject: Replacing renegade models  
Posted by [PsycoArmy](#) on Thu, 20 Nov 2003 09:09:09 GMT  
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I Didn't Mean just in this thread...

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Subject: Replacing renegade models  
Posted by [Slicer\\_238](#) on Thu, 20 Nov 2003 16:44:49 GMT  
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I have the Engineer Officer as well. Like wise the more realistic Patch and Dead eye thing from Ren Realm.

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Subject: Replacing renegade models  
Posted by [Slicer\\_238](#) on Thu, 20 Nov 2003 17:00:17 GMT  
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I have 48.2MBS of skins and models. Holy shit.

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Subject: Replacing renegade models  
Posted by [exnyte](#) on Thu, 20 Nov 2003 23:09:34 GMT  
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Slicer\_238I have 48.2MBS of skins and models. Holy shit.

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How does this have anything to do with the posted topic?

What? Do you want a cookie?

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Subject: Replacing renegade models

Posted by [Slicer\\_238](#) on Fri, 21 Nov 2003 00:51:34 GMT

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Nothing besides I realized I never cleaned out my renegade files.

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Subject: Replacing renegade models

Posted by [Jaspah](#) on Fri, 21 Nov 2003 02:07:33 GMT

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Slicer\_238I have 48.2MBS of skins and models. Holy shit.

Thread hijacker...

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Subject: Replacing renegade models

Posted by [IRON FART](#) on Fri, 21 Nov 2003 02:15:25 GMT

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ACK is right. Renegade has a built-in protection against replacing vehicle models.

I don't know why westwood stopped only at vehicles, but no matter.

You can replace anything else pretty much. Well, maybe not structures.

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Subject: Replacing renegade models

Posted by [Deafwasp](#) on Fri, 21 Nov 2003 05:37:46 GMT

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j4S[p]DeafwaspWhat? I don't think thats right ACK... I remember a while back someone made a model replacement for hotwire, it wasn't a skin or a different model from the game with a new skin, it was a completely new model that looked like a new engineer model. I played online with it all the time until I reformatted and didn't care about it anymore.

Unless of course EA released a patch for that or something.

Ah, so someone else has that old advanced engineer model at Renegade Realm.

No, I don't. Read it. I said I reformatted and lost it.

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Subject: Replacing renegade models  
Posted by [Deactivated](#) on Fri, 21 Nov 2003 12:33:07 GMT  
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IRON-FARTYou can replace anything else pretty much. Well, maybe not structures.

I like ACK's Weapons shunt replacement model.

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Subject: Replacing renegade models  
Posted by [Deactivated](#) on Fri, 21 Nov 2003 21:18:22 GMT  
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Slicer\_238I have the Engineer Officer as well. Like wise the more realistic Patch and Dead eye thing from Ren Realm.

I would be glad to add those to my collection.

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Subject: Replacing renegade models  
Posted by [Slicer\\_238](#) on Sat, 22 Nov 2003 00:04:44 GMT  
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Well, if your on right now. Give me a buzz on aim, shouldn't be to hard to figure out my name . Or you can give me a ring on MSN, once again shouldn't be to hard to figure out my hotmail address.

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Subject: Replacing renegade models  
Posted by [Deactivated](#) on Sat, 22 Nov 2003 11:01:00 GMT  
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AircraftkillerIt will not work unless you are using it for single player or offline LAN play. You will get a mismatch and be unable to join any servers.

This is a precaution to prevent people from cheating the game.

Though it is possible to replace vehicle animations.

Try this:

Extract v\_nod\_apache\_m.w3d from Always2.dat and rename it v\_nod\_apache.w3d.  
It will no longer have any animations.  
Note that Renegade will crash if you try single player mode but it works fine on multiplayer.

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