Subject: Re: Another dumb question from me.
Posted by R315r4z0r on Sat, 17 Oct 2009 03:21:01 GMT

I think because the W3D engine knows what the file actually is (other than just the name.)

I think it looks at file size and actual content, instead of just names. So simply replacing the name of a model or something would result in a miss-match and a crash.

Textures are probably the exception to this rule. WW probably intended for that, however.