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Subject: How to edit Existing Renegade Charackters?  
Posted by [mr£ÄŞÄ-z](#) on Wed, 17 Sep 2008 18:19:47 GMT  
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Because always when i try to load a Charackter W3D it wont show anything in 3Ds Max or W3D Viewer... so how do i edit/load them ?

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Subject: Re: How to edit Existing Renegade Charackters?  
Posted by [Starbuzzz](#) on Wed, 17 Sep 2008 18:36:14 GMT  
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thnaks for asking this...i asked this in jelly mod forums and here too but noone would answer. I hope they answer now to you as you are liked here more. I have been wanting to view SBH in W3D.

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Subject: Re: How to edit Existing Renegade Charackters?  
Posted by [Di3HardNL](#) on Wed, 17 Sep 2008 19:40:56 GMT  
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if you talk about opening original characters you probably tried to open c\_ag thingies? those are all 1 kb. open up other files like c\_gdi\_dead\_l0.w3d all character files with l0 at the end are the right ones.

and if it looks all messed up also open s\_a\_human.w3d then they view right.

look screenshot to see what i am talking about with the l0 files

### File Attachments

1) [SS.PNG](#), downloaded 327 times

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| Name            | Size  | Type ^           | Date Modified    |
|-----------------|-------|------------------|------------------|
| c_cwoman_       | 2 KB  | W3DView Document | 9/4/2008 9:31 AM |
| c_cwoman_head   | 42 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_cwoman_l0     | 76 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_cwoman_l1     | 21 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_cwoman_l2     | 15 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_cwoman_l3     | 9 KB  | W3DView Document | 9/4/2008 9:31 AM |
| c_femserv_      | 2 KB  | W3DView Document | 9/4/2008 9:31 AM |
| c_femserv_l0    | 86 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_femserv_l1    | 25 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_femserv_l2    | 19 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_femserv_l3    | 12 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_fmrv_head     | 47 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_dead_     | 4 KB  | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_dead_head | 35 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_dead_l0   | 83 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_dead_l1   | 72 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_dead_l2   | 64 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_dead_l3   | 56 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en2_      | 2 KB  | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en2_head  | 47 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en2_l0    | 82 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en2_l1    | 26 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en2_l2    | 20 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en2_l3    | 10 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en_       | 2 KB  | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en_head   | 47 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en_l0     | 82 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en_l1     | 26 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en_l2     | 20 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_en_l3     | 10 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_gr_       | 2 KB  | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_gr_head   | 43 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_gr_l0     | 83 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_gr_l1     | 42 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_gr_l2     | 35 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_gdi_gr_l3     | 26 KB | W3DView Document | 9/4/2008 9:31 AM |

| Name           | Size | Type ^           | Date Modified    |
|----------------|------|------------------|------------------|
| c_ag_civ1_male | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civ2_male | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civ3      | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civ3_male | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civ4      | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civ4_male | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civ5_male | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civ6_male | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_civf      | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_clerg     | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_cook      | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_cwoman    | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_femserv   | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_gdi_dead  | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_gdi_en    | 1 KB | W3DView Document | 9/4/2008 9:31 AM |
| c_ag_gdi_en2   | 1 KB | W3DView Document | 9/4/2008 9:31 AM |

Subject: Re: How to edit Existing Renegade Charackters?  
Posted by [mr£Ä\\$Ä-z](#) on Wed, 17 Sep 2008 20:17:31 GMT  
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Di3HardNL wrote on Wed, 17 September 2008 14:40if you talk about opening original characters you probably tried to open c\_ag thingies? those are all 1 kb. open up other files like c\_gdi\_dead\_l0.w3d all character files with l0 at the end are the right ones.

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Thanks

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Subject: Re: How to edit Existing Renegade Charackters?  
Posted by [Mauler](#) on Thu, 18 Sep 2008 20:49:32 GMT  
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I also would suggest that you might be careful when playing online with modified characters as this raises flags in most moderated servers, just a tip!

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