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RE2 - Ultimate File List

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[JTeighius Kittius](#)

Moderator



[Quote](#)

Jan.11.2019.at.4:06am

[ALISTER](#), [ToCool74](#), and [28 more](#) like this

BEWARE OF SPOILERS!

I will update this thread whenever new stuff is found.

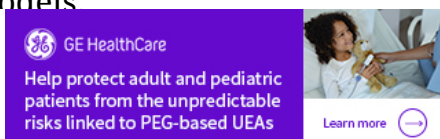
feel free to contribute and i will update to the list and add you to the special thanks list


When posting new contributions please post them in a SPOILER to prevent people getting spoiled and to prevent having gigantic posts

SPECIAL THANKS TO:

[ALISTER](#), [FluffyQuack](#), [Frank Alcantara](#), [Snipz](#), [MaVeRicK](#), [savemewhoami](#), [r636eoss](#)

Player models:



GE HealthCare
Help protect adult and pediatric patients from the unpredictable risks linked to PEG-based UEAs
[Learn more](#) 



pl0000 (RPD)
pl0001 (RPD Injured)
pl0002 (Casual)
pl0003 (Classic costume)
pl0006 (Classic costume Injured)
pl0050 (Head)
pl0070 (Hair)

DLC 920561 - LEON NOIR (Costume A)

pl0004 (body)
pl0050_04 (noir face - textures only no mesh)
pl0074 (hair)

DLC 920560 - ARKLAY SHERRIF LEON (costume B)

pl0005 (body)
pl0075 (HAT)

DLC 920565 - Leon Costume: '98 (costume D)

pl0007 - body
pl0057 - head

PFB files:

default - jacket
costume_1 - remake RPD
costume_2 - remake RPD dirt variation
costume_3 - injured
costume_4 - injured RPD dirt variation
costume_5 - classic police
costume_6 - classic police
costume_7 - classic police
costume_8 - classic wounded
costume_9 - classic wounded
costume_A - Noir
costume_B - Arklay Sherrif
costume_D - '98

pl1000 - CLAIRE
pl1000 (Jacket)
pl1001 (Tank Top)
pl1002 (Classic Costume)
pl1003 (Classic Costume with no Vest)
pl1050 (Head)
pl1070 (Hair)
pl?? (motorcycle helmet + hair)

DLC 920562 - CLAIRE MILITARY (Costume B)

pl1006 (Body)
pl1050_04 (Head - no mesh only textures)

pl1005 (Body)
pl1075 (Hat)

DLC 920564 - ELZA WALKER COSTUME (Costume C)
pl1004 (Body)

DLC 920566 - Claire Costume: '98 (costume D)
pl1007 - 98 claire body
pl1057 - 98 head

PFB files:

default - jacket
costume_1 - jacket dirt variation
costume_2 - jacket dirt variation 2
costume_3 - tanktop
costume_4 - tanktop dirt variation
costume_5 - classic jacket
costume_6 - classic jacket
costume_7 - classic jacket
costume_8 - classic tanktop
costume_9 - classic tanktop
costume_A - Noir
costume_B - Military
costume_C - Elza
costume_D - '98

pl2000 - ADA
pl2000 (Dress)
pl2001 (Trench Coat)
pl2002 (Dress Inured)
pl2050 (Head)
pl2070 (Hair)

pl3000 - SHERRY
pl3000 (Schoolgirl)
pl3001 (Claire's Jacket)
pl3002 (Classic Costume)
pl3003 (Classic Costume with Claire's Vest)
pl3050 (Head)
pl3070 (Hair)

pl4000 - HUNK
pl4000 (Body)
pl4050 (Head)

pl4100 - TOFU
pl4100 (Tofu)
pl4101 (Uiro-Mochi)

pl5000 - ROBERT KENDO

pl5000 (Body)

pl5050 (Head)

pl5070 (Hair)

pl5100 - CHIEF BRIAN IRONS

pl5100 (Body)

pl5150 (Head)

pl5170 (Hair)

pl5200 - BEN BERTOLUCCI

pl5200 (Body)

pl5250 (Head)

pl5251 (Squashed Head)

pl5270 (Hair)

pl5271 (Hair from Squashed Head)

pl5300 - ANNETTE BIRKIN

pl5300 (Body)

pl5350 (Head)

pl5370 (Hair)

pl5400 - Chris "I'm Redfield" Redfield (RE7 no helmet)

pl5400 - body (not direct RE7 reuse. the model is in a different pose)

pl5450 - head

pl5470 - hair

pl5500 - Ethan Winters (RE7 protag)

> referred to in EXE haven't found him yet

pl5600 - USS Soldier (ghost survivors)

uses hunk body (unsure if this directly uses a new model in pl5600 or if it just calls hunks body)

pl5650 - head

pl5670 - USS Alpha team mask (one glass broken)

pl5700 - MARVIN BRANAGH

pl5700 (Body)

pl5750 (Head)

pl6000 - WILLIAM BIRKIN (human)

pl6000 (Body)

pl6050 (Head)

pl6070 (Hair)

pl6?00 - "dead man"

pl6400 Body
pl6401 Static Lying down
pl6402 Static Knocked Down
pl6450 Head Textures
pl6470 Hair Textures

pl7100 - HELICOPTER PILOT
pl7100 Body
pl7150 Head

pl7300 - TRUCK DRIVER
pl7300 Body
pl7350 Head
pl7370 Hair + Hat

pl7400 - ZOMBIE TRUCK DRIVER HITS
pl7400 (Body)
pl7450 (Head)
pl7470 (Hair)

pl7500 - ARKLAY SHERIFF (Daniel) WHO GETS BIT AT GAS STATION
pl7500 (Body)
pl7550 (Head)
pl7570 (Hair)
pl7580 (Bitten Neck)

Playable Daniel (ghost survivors)
pl7501 Body
pl7551 Head
pl7571 Hair

pl7600 - first zombie (gas station)
game exe refers to him as "Vance Zombie"

pl7700 - EMMA KENDO
pl7700 (Body)
pl7750 (Head)
pl7770 (Hair)

pl7800 - ELLIOT EDWARD
pl7800 (Body)
pl7850 (Head)
pl7870 (Hair)
pl7880 (Intestines)

pl8000 - BITTEN BALD GUY FROM Gas station (Store Manager)
pl8000 (Body)
pl8050 (Head)

pl8300 - Zombie Male
pl8300 (Head And Body)

pl8400 - DEAD GUY
pl8400 (Body + Head) - Zombie body annette burns with a G-parasite sticking out of it

pl8500 - generic scientist man (found dead in a few locations, has slightly chubby face)
pl8500 - body
pl8550 - head

pl8600 - TRUCK DRIVER FROM TRUE ENDING (Ending driver)
pl8600 (Body)
pl8650 (Head)

Ghost Survivors hats:
[SPOILER: Click to show](#)

located: natives\x64\sectionroot\character\accessory\ in the pak file from the GS update

Ac0010 - skull hat
Ac0011 - Croc hat
Ac0012 - USS (hunk style) helmet
Ac0013 - creepy doll hat
Ac0014 - Unicorn hat
Ac0015 - Mr Raccoon hat
Ac0016 - molded hat
Ac0017 - G-head
Ac0018 - Ivy head
Ac0019 - Mr. X head
Ac0020 - licker head
Ac0021 - tiger head
Ac0022 - sheep/ram head
Ac0030 - Raccoon hat
Ac0032 - Cat ears

Enemies:
[SPOILER: Click to show](#)

em0000 - Male zombie regular posture

Subfolders:

body:

body00 - male zombie base ("nude" body. underpants only. includes exploded head, after headshots split open)

face:

> em0050 - male zombie face variations:

02 - rounder face, no nose, missing part of cheek
03 - wrinkled cheeks short hair
04 - Asian face, mid long hair on top, sorter near bottom
05 - older male, longer face, short/balding hair
06 - bald head, hold in forehead, right cheek ripped open
07 - older male, bald head, midlong beard, long eyebrows
10 - ??
11 - zombie head ripped by licker
14 - bald head (seems like base model similar to 00)
70 - ripped mouth (no lips) mid long messy hair
71 - ripped neck, groomed short hair. might be one of the "just turned" zombies? could be zombie Daniel from the gas station?
72 - Zombie marvin's head
73 - zombie elliot
75 - model doesn't load. nothing else in the folder
76 - model doesn't load folder empty

Hat:

00 - police hat
01 - baseball cap

Pants:

I think you can guess these. different sets of pants

Shirt:

guess what's in this folder. multiple tops.

em1000 - female zombies

Subfolders:

Body:

body00 - female base (underwear only. includes exploded head, after headshots split open)
faceXX:

00 - scratched face. mid-long hair (hair is kinda like Rebecca's but longer)
01 - female face with very long hair. reaches past shoulders. thick hair, partially covering face
02 - face with shoulder length hair. hair is thinner than 01. forehead exposed
03 - female face with dreads hairstyle
04 - shoulder length messy hair, hair covers face

no hats for the females

Pants:

Shirt:

em2000 - male zombie (heavy male)

subfolder:

body:

body00 - male zombie base ("nude" body. underpants only. includes exploded head, after headshots split open)

face:

00 - bald (chubby-ish) face, hair only on the sides and back of the head. not on top
01 - left side of mouth is ripped. short haired male
03 - wide nose, short subby hair. wounds on right side of the face next to mouth.

shirt:

em3000 - licker

em4000 - Zombie dogs:

Sub folders:

em4000_00 - Dog (body seems to be intact)

em4000_01 - Dog exposed ribs and bone on back leg

em4000_02 - Dog wounds on behind and no tail

em4000_03 - Dog with collar

em4400 - small (but still kinda big) winged bugs

em5000 - Ivy

em6000 - G-Adult

em6100 - G-Baby "Baby G" small G-goop thing that the G-Adults sometimes drop

em6110 - "Baby G" variation

em6200 - Mr. X body

em6201 - Mr. X body but with some internal guts?

em6250 - Mr. X head

em6270 - Mr. X hat

em6300 - Super tyrant

em6400 - Aligator

em7000 - William Birkin

Subfolders:

em7000 - G-Birkin first form

em7000_01 - Birkin's pipe

em7001 - G-Birkin Second form

em7100 - G-Birkin second form but clothes more torn and looks slightly further mutated than em7001?

em7200 - G-Birkin 3rd form (fight after acquiring the sample as Leon)

em7201 - Same? maybe heart exposed or something. hard to tell the difference

em7300 - G4 William

em7300 (Body)

em7301 (More Body)

em7400 - G5 William

em7400 (Body)

em7410 (Circle Of Tentacles)

Ghost survivors:

(these enemies have models in sectionroot\character\enemy\em0000\rogue\

em8200 - "bomb" - Zombies with the explosive gas canisters (ghost survivors)

ies (ghost survivors)

em9000 - Irons with G monster coming out of him
em9000 (Body)
em9050 (Head)
em9070 (Hair)

Weapons and ammo:

[SPOILER: Click to show](#)

wp0000 - Matilda (Handgun)
wp0001 - ? (Broken Mesh)
wp0100 - M19 (Handgun)
wp0100 also includes some of the files for upgrades for the Matilda for some reason?
wp0200 - JMB Hp3 (Handgun)
wp0300 - Quickdraw Army Revolver
wp0400 - Glock Handgun (Handgun)
wp0500 - Bronwing HP Textures?
wp0600 - USP (Handgun)
wp0700 - makarov (Adas Handgun)
wp0800 - S&W Model 649 Revolver (Claire's Handgun)
wp1000 - W-870 (Shotgun)
wp1001 - Shotgun cartridge
wp1100 - Remington 870 (Shotgun)
wp2000 - MQ 11 (Claire's SMG)
wp2100 - MQ 11 (TEXTURES)
wp2200 - H&K MP5 (HUNKS SMG)
wp3000 - Lightning Hawk (Magnum)
wp3200 - Chief Irons' S&W 329 revolver/magnum thing
wp4000 - EMF Visualizer Hacking Tool
wp4100 - Grenade Launcher
wp4110 - Grenade Launcher (Ammo)
wp4200 - Chemical Flamethrower
wp4300 - Spark Shot
wp4310 - Spark Shot (Ammo)
wp4400 - Anti-Tank (RPG)
wp4500 - Combat Knife
wp4510 - infinite/unbreakable knife
wp4530 - Flashlight
wp4600 - M202 Flash (RPG)
wp4610 - M202 Flash (RPG) (Again)
wp4700 - Minigun
wp4701 - Minigun (Ammo)
wp4900 - Annette's Anti-Virus gun
wp4901 - Annette's Anti-Virus gun (Ammo)
wp6200 - Grenade (Defense Item)
wp6202 - Grenade Lever (Defense Item)

DLC:

DLC 920569 - Samurai Edge (Jill)

wp7020 - Jill's Samurai Edge

DLC 920570 - Samurai Edge (Chris)

wp7010 - Chris' Samurai Edge

DLC 920568 - Samurai Edge (Wesker)

wp7030 - Wesker's Samurai Edge

items:

[SPOILER: Click to show](#)

sm70_000 - first aid spray

sm70_001 - Green Herb

sm70_002 - red herb

sm70_003 - Blue herb

sm70_004 - Mixed Herb (Green + Green)

sm70_005 - Mixed Herb (Green + Red)

sm70_006 - Mixed Herb (Green + Blue)

sm70_007 - Mixed Herb (Green + Green + Blue)

sm70_008 - Mixed Herb (Green + Green + Green)

sm70_009 - Mixed Herb (Green + Red + Blue)

sm70_010 - Mixed Herb (Red + Blue)

sm70_051 - Green Herb (Item)

sm70_052 - Red Herb (Item)

sm70_053 - Blue Herb (Item)

sm70_100 - Handgun Bullets

sm70_101 - Shotgun Bullets

sm70_102 - Submachinegun Bullets

sm70_103 - Magnum Bullets

sm70_106 - Grenade Launcher - Acid Bullets (Black?)

sm70_107 - Grenade Launcher - Acid Bullets

sm70_108 - Grenade Launcher - Fire Bullets

sm70_109 - Sparkshot Bullets

sm70_110 - Flamethrower Fuel tank

sm70_111 - Big Gun Bullets

sm70_112 - SLS60 Special Bullets

sm70_201 - Ink Ribbon

sm70_202 - Wood Barricade

sm70_203 - C4 Detonator

sm70_204 - 9V Battery

sm70_205 - Gunpowder

sm70_206 - Gunpowder (Large)

sm70_207 - High-Grade Gunpowder (Yellow)

sm70_208 - High-Grade Gunpowder (White)

natives/x64/objectroot/setmodel/textures you also have to change them in streaming/objectroot as well for the HQ textures.

stages/levels/environments:

[SPOILER: Click to show](#)

- ? - Laboratory
- ? - "mountain" - cut area
- ? - RPD
- ? - "laboratory undermost"
- ? - "wastewater" (sewers)
- ? - Gas Station
- ? - Orphan approach
- ? - orphanage
- ? - greenhouse
- ? - CrocodilliaArea
- ? - RPD_B1
- ? -

others:

[SPOILER: Click to show](#)

SM files:

sm60_175 - ending truck front (truck car)

sm60_180 - ending truck trailer

DLC:

DLC 920567 - classic OST/SFX

Advertisement





[ALISTER](#)
Moderator



[Quote](#)

Jan 27, 2019 at 12:03pm

[xena](#) likes this

Here's a list of all the Character Models.

These are located in "natives\x64\sectionroot\character"

[SPOILER: Click to show](#)

{Custom Spoiler}

pl0000 - LEON

pl0000 (RPD)

pl0001 (RPD Injured)

pl0002 (Casual)

pl0003 (Classic costume)

pl0006 (Classic costume Injured)

pl0050 (Head)

pl0070 (Hair)

920561 - LEON NOIR

pl0004 (body)

pl0050_04 (noir face - textures only no mesh)

pl0074 (hair)

920560 - ARKLAY SHERRIF LEON

pl0005 (body)

pl0075 (Hat)

pl1000 - CLAIRE

pl1000 (Jacket)

pl1001 (Tank Top)

pl1002 (Classic Costume)

pl1003 (Classic Costume with no Vest)

pl1050 (Head)

pl1070 (Hair)

pl1075 (Noir Hat)

920562 - CLAIRE MILITARY

pl1006 (Body)

pl1050_04 (Head - no mesh only textures)

pl1071 (hair + headband)

920563 - CLAIRE NOIR

pl1005 (Body)

pl1075 (Hat)

pl2000 - ADA
pl2000 (Dress)
pl2001 (Trench Coat)
pl2002 (Dress Inured)
pl2050 (Head)
pl2070 (Hair)

pl3000 - SHERRY
pl3000 (Schoolgirl)
pl3001 (Claire's Jacket)
pl3002 (Classic Costume)
pl3003 (Classic Costume with Claire's Vest)
pl3050 (Head)
pl3070 (Hair)

pl4000 - HUNK
pl4000 (Body)
pl4050 (Head)

pl4100 - TOFU
pl4100 (Tofu)
pl4101 (Uiro-Mochi)
pl4102 (Annin)
pl4103 (Konjac)
pl4104 (Flan)

pl5000 - KENDO
pl5000 (Body)
pl5050 (Head)
pl5070 (Hair)

pl5100 - IRONS
pl5100 (Body)
pl5150 (Head)
pl5170 (Hair)

pl5200 - BEN
pl5200 (Body)
pl5250 (Head)
pl5251 (Squashed Head)
pl5270 (Hair)
pl5271 (Hair from Squashed Head)

pl5300 - ANNETTE
pl5300 (Body)
pl5350 (Head)
pl5370 (Hair)

pl6000 - WILLIAM

pl6000 (Body)

pl6050 (Head)

pl6070 (Hair)

pl6400 - MAYORS DAUGHTER

pl6400 (Body Textures)

pl6400 (Static Lying down)

pl6401 (Static Knocked Down)

pl6450 (Head Textures)

pl6470 (Hair Textures)

pl7100 - HELICOPTER PILOT

pl7100 (Body)

pl7150 (Head)

pl7300 - TRUCK DRIVER

pl7300 (Body)

pl7350 (Head)

pl7370 (Hair + Hat)

pl7400 - ZOMBIE TRUCK DRIVER HITS

pl7400 (Body)

pl7450 (Head)

pl7470 (Hair)

pl7500 - SHERIFF WHO GETS BIT AT GARAGE

pl7500 (Body)

pl7550 (Head)

pl7570 (Hair)

pl7580 (Bitten Neck)

pl7700 - EMMA KENDO

pl7700 (Body)

pl7750 (Head)

pl7770 (Hair)

pl7800 - ELLIOT

pl7800 (Body)

pl7850 (Head)

pl7870 (Hair)

pl7880 (Intestines)

pl8000 - BITTEN BALD GUY FROM Garage

pl8000 (Body)

pl8050 (Head)

pl8400 - DEAD GUY
pl8400 (Body + Head)

pl8500 - ?
pl8500 (Just Textures - No Mesh)

pl8600 - TRUCK DRIVER FROM TRUE ENDING
pl8600 (Body)
pl8650 (Head)



[keomaa](#)
Junior Member



[Quote](#)

Jan 27, 2019 at 12:17pm

[ALISTER](#) likes this



Jan 27, 2019 at 12:03pm [ALISTER](#) said:

Heres the list of Character models ive found so far.

[SPOILER: Click to show](#)

{Custom Spoiler}

pl0000 - LEON
pl0000 (RPD)
pl0001 (RPD Injured)

pl0002 (C...)

pl0070 (Hair)

920561 - LEON NOIR

pl0004 (body)

pl0050_04 (noir face - textures only no mesh)

pl0074 (hair)

920560 - ARKLAY SHERRIF LEON

pl0005 (body)

pl0075 (HAT)

pl1000 - CLAIRE

pl1000 (Jacket)

pl1001 (Tank Top)

pl1002 (Classic Costume)

pl1003 (Classic Costume with no Vest)

pl1050 (Head)

pl1070 (Hair)

pl1075 (Noir Hat)

920562 - CLAIRE MILITARY

pl1006 (Body)

pl1050_04 (Head - no mesh only textures)

pl1071 (hair + headband)

920563 - CLAIRE NOIR

pl1005 (Body)

pl1075 (Hat)

920564 - ELZA WALKER COSTUME

pl1004 (Body)

pl2000 - ADA

pl2000 (Dress)

pl2001 (Trench Coat)

pl2002 (Dress Inured)

pl2050 (Head)

pl2070 (Hair)

pl3000 - SHERRY

pl3000 (Schoolgirl)

pl3001 (Claire's Jacket)

pl3002 (Classic Costume)

pl3003 (Classic Costume with Claire's Vest)

pl3050 (Head)

pl3070 (Hair)

pl4000 - HUNK

pl4100 - TOFU
pl4100 (Tofu)
pl4101 (Uiro-Mochi)
pl4102 (Annin)
pl4103 (Konjac)
pl4104 (Flan)

pl5000 - KENDO
pl5000 (Body)
pl5050 (Head)
pl5070 (Hair)

pl5100 - IRONS
pl5100 (Body)
pl5150 (Head)
pl5170 (Hair)

pl5200 - BEN
pl5200 (Body)
pl5250 (Head)
pl5251 (Squashed Head)
pl5270 (Hair)
pl5271 (Hair from Squashed Head)

pl5300 - ANNETTE
pl5300 (Body)
pl5350 (Head)
pl5370 (Hair)

pl5700 - MARVIN
pl5700 (Body)
pl5750 (Head)

pl6000 - WILLIAM
pl6000 (Body)
pl6050 (Head)
pl6070 (Hair)

Thank you for your efforts ZOMBI.

May i ask you about these values in CE. Should i scan in decimal or hex? for example:

0000 for leon

1000 for claire

do you know if theses value is in hex or decimal on CE?



[JTeghius Kittius](#)

Moderator



[Quote](#)

Jan. 27, 2019 at 12:26pm

[ALISTER](#) likes this



[Jan 27, 2019 at 12:17pm keomaa](#) said:

Thank you for your efforts ZOMBI.

May i ask you about these values in CE. Should i scan in decimal or hex? for example:

0000 for leon

1000 for claire

do you know if theses value is in hex or decimal on CE?

yes they would be in hex



[keomaa](#)

Junior Member



[Quote](#)

Jan. 27, 2019 at 12:46pm

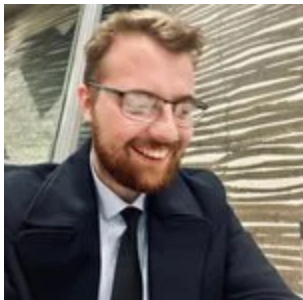
[ALISTER](#) and [JTeghius Kittius](#) like this



[Jan 27, 2019 at 12:26pm JTeghius Kittius](#) said:



May i ask you about these values in CE. Should i scan in decimal or hex? for example:
0000 for leon
1000 for claire
do you know if theses value is in hex or decimal on CE?
yes they would be in hex
Yea i tried finding adress but with no sucessn yet.
Gonna keeping trying. Thanks Kittius



[ALISTER](#)
Moderator
★★★★★

[Quote](#)

Jan 27, 2019 at 2:25pm
[JTeghius Kittius](#) and [ReiKaz](#) like this

Heres a list of the Guns and Defense items.

These are located in "natives\x64\sectionroot\character\weapon"

[SPOILER: Click to show](#)

wp0000 - Matlida (Handgun)

wp0001 - ? (Broken Mesh)

wp0100 - M19 (Handgun)

wp0200 - JMB Hp3 (Handgun)

wp0300 - Quickdraw Army Revolver

wp0400 - Glock Handgun (Handgun)

wp0500 - Bronwing HP Textures?

wp0600 - USP (Handgun)

wp0700 - makarov (Adas Handgun)

wp0800 - S&W Model 649 Revolver (Claire's Handgun)

wp1000 - W-870 (Shotgun)

wp1001 - Shotgun cartridge

wp1100 - Remington 870 (Shotgun)

wp2000 - MQ 11 (Claire's SMG)

wp2100 - MQ 11 (TEXTURES)

wp3200 - Some sort of Magnum?
wp4000 - EMF Visualizer Hacking Tool
wp4100 - Grenade Launcher
wp4110 - Grenade Launcher (Ammo)
wp4200 - Chemical Flamethrower
wp4300 - Spark Shot
wp4310 - Spark Shot (Ammo)
wp4400 - Anti-Tank (RPG)
wp4500 - Combat Knife
wp4510 - Combat Knife (Another Variation?)
wp4530 - Flashlight
wp4600 - M202 Flash (RPG)
wp4610 - M202 Flash (RPG) (Again)
wp4700 - Minigun
wp4701 - Minigun (Ammo)
wp4900 - Annette's Anti-Virus gun
wp4901 - Annette's Anti-Virus gun (Ammo)
wp6200 - Grenade (Defense Item)
wp6202 - Grenade Lever (Defense Item)
wp6300 - Flash Grenade
wp6301 - Flash Grenade lever



[JTeghius Kittius](#)
Moderator
★★★★★

[Quote](#)

together with [ALISTER](#) we mapped out the enemies too!

[SPOILER: Click to show](#)

em0000 - Male zombie regular posture

Subfolders:

body:

body00 - male zombie base ("nude" body. underpants only. includes exploded head, after headshots split open)

face:

> em0050 - male zombie face variations:

faceXX:

00 - bald zombie man

01 - same head as 01 but with short spikey hair

02 - rounder face, no nose, missing part of cheek

03 - wrinkled cheeks short hair

04 - Asian face, mid long hair on top, sorter near bottom

05 - older male, longer face, short/balding hair

06 - bald head, hold in forehead, right cheek ripped open

07 - older male, bald head, midlong beard, long eyebrows

10 - ??

11 - zombie head ripped by licker

14 - bald head (seems like base model similar to 00)

70 - ripped mouth (no lips) mid long messy hair

71 - ripped neck, groomed short hair. might be one of the "just turned" zombies?

72 - Zombie marvin's head

73 - zombie elliot

75 - model doesn't load. nothing else in the folder

76 - model doesn't load folder empty

Hat:

00 - police hat

01 - baseball cap

Pants:

I think you can guess these. different sets of pants

Shirt:

guess what's in this folder. multiple tops.

em1000 - female zombies

Subfolders:

Body:

body00 - female base (underwear only. includes exploded head, after headshots split open)

faceXX:

00 - scratched face. mid-long hair (hair is kinda like Rebecca's but longer)

01 - female face with very long hair. reaches past shoulders. thick hair, partially covering face

02 - face with shoulder length hair. hair is thinner than 01. forehead exposed

03 - female face with dreads hairstyle

04 - shoulder length messy hair, hair covers face

no hats for the females

em2000 - male zombie (heavy male)

subfolder:

body:

body00 - male zombie base ("nude" body. underpants only. includes exploded head, after headshots split open)

face:

00 - bald (chubby-ish) face, hair only on the sides and back of the head. not on top

01 - left side of mouth is ripped. short haired male

03 - wide nose, short subby hair. wounds on right side of the face next to mouth.

70 - bald chubby faced male head

Pants:

shirt:

em3000 - licker

em4000 - Zombie dogs:

Sub folders:

em4000_00 - Dog (body seems to be intact)

em4000_01 - Dog exposed ribs and bone on back leg

em4000_02 - Dog wounds on behind and no tail

em4000_03 - Dog with colar

em4400 - small (but still kinda big) winged bugs

em5000 - Ivy

em6000 - big G-mutation monsters that appear in the sewer and can poison you (dunno their names)

em6100 - "Baby G" small G-goop thing that these em6000 enemies sometimes drop

em6110 - "Baby G" variation

em6200 - Mr. X body

em6201 - Mr. X body but with some internal guts?

em6250 - Mr. X head

em6270 - Mr. X hat

em6300 - Mutated Mr. X

em6400 - Aligator

em7000 - William Birkin

Subfolders:

em7000 - G-Birkin first form

em7000_01 - Birkin's pipe

em7001 - G-Birkin Second form

em7100 - G-Birkin second form but clothes more torn and looks slightly furter mutated than em7001?

em7200 - G-Birkin 3rd form (fight after aquiring the sample as Leon)

em7201 - Same? maybe heart exposed or something. hard to tell the difference

em7301 (More Body)

em7400 - G5 William

em7400 (Body)

em7410 (Circle Of Tentacles)

em9000 - Irons with G monster coming out of him

em9000 (Body)

em9050 (Head)

em9070 (Hair)

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[DarkSamus](#)

Administrator

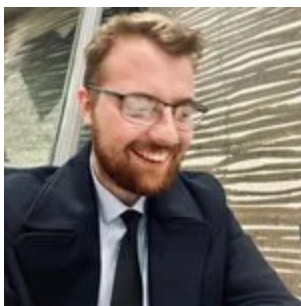


Jan 29, 2019 at 5:34am

[reituolc](#) likes this

[Quote](#)

So at this stage would it be possible for me to create a PS button mod for RE2 remake?



[ALISTER](#)

Moderator



Jan 29, 2019 at 7:22am

[Quote](#)



[Jan 29, 2019 at 5:34am](#) [DarkSamus](#) said:

So at this stage would it be possible for me to create a PS button mod for RE2 remake?
Not yet. But I believe I know where that texture is stored. I can get it for you if you wanna get a head start on it for when we can get it back in the game.



[DarkSamus](#)
Administrator



[Quote](#)

[Jan 29, 2019 at 7:24am](#)

[reituolc](#) and [JTeghius Kittius](#) like this



[Jan 29, 2019 at 7:22am](#) [ALISTER](#) said:



[Jan 29, 2019 at 5:34am](#) [DarkSamus](#) said:

So at this stage would it be possible for me to create a PS button mod for RE2 remake?
; stored. I can get it for you if you wanna get



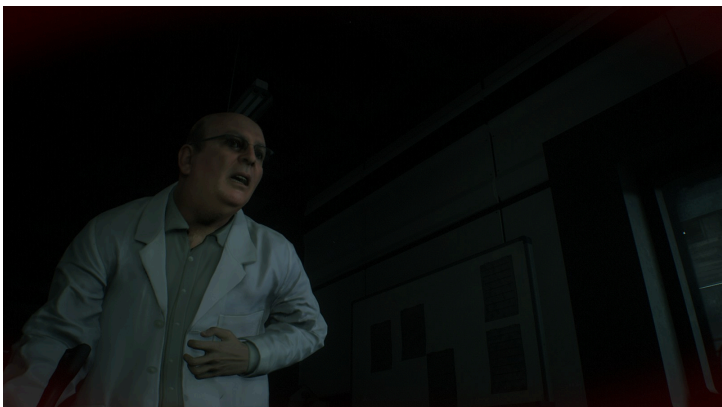
[Zealot Tormunds](#)
Full Member
★ ★ ★

Jan. 31., 2019. at
2:32pm

[JTeghius Kittius](#)
likes this

[Quote](#)

[JTeghius Kittius](#) hey, this is pl8500. I've no idea who this is but thought you might know:



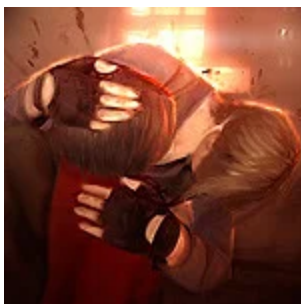
[JTeghius Kittius](#)
Moderator



Feb 1., 2019 at 2:22am

[Evillord](#) and [Zealot Tormunds](#) like this

[Quote](#)



[LeonSK](#)

New Member



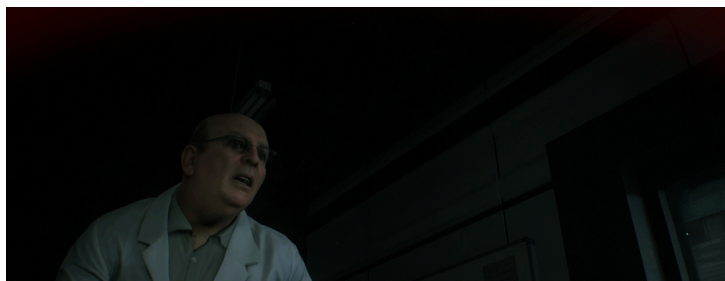
[Quote](#)

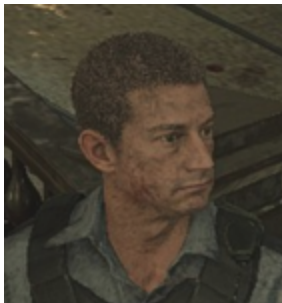
Feb. 3., 2019. at 1:09pm



[Jan. 31., 2019 at 2:32pm Zealot Tormunds](#) said:

[JTeghius Kittius](#) hey, this is pl8500. I've no idea who this is but thought you might know:





[clumsyboy27](#)

New Member



[Quote](#)

Feb. 3., 2019. at 4:02pm

How did you do that? I'm having trouble and don't even know where to start. I tried cheat-engine for the RPD pilot 1B in RDI and didn't work.



[JTeghius Kittius](#)

Moderator



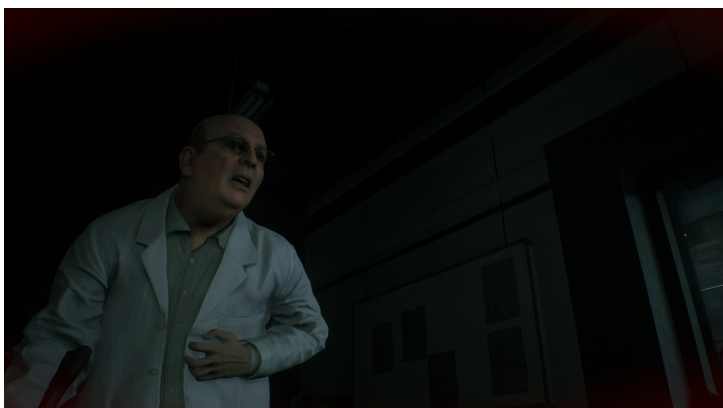
[Quote](#)

Feb. 5., 2019. at 6:14pm



[Jan 31, 2019 at 2:32pm Zealot Tormunds](#) said:

[JTeghius Kittius](#) hey, this is pl8500. I've no idea who this is but thought you might know:



it seems that's just a model that gets reused.

"generic scientist man" he shall be dubbed

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