Subject: Non-uniform use of renegade bones Posted by Veyrdite on Mon, 02 Feb 2009 09:33:45 GMT

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I was hoping to make a non-advantage modification that removes heads (places them inside their bodies) of all male renegade characters, but in the end, due to several glitches of head placement, I gave up.

At first it worked fine for Havoc and the GDI soldiers

But when I came across Gunner, I became a little worried - it seemed his piercings became infected.

Hoping this was the only muck-up I was going to encounter, I walked out into the field of Skirmish, only to find that Nod soldiers were having a fantasy.

Mobius on the other-hand, went the complete opposite directions of Nod.

Why do the characters all react differently to the movement of certain bones? Is it fixable?

File Attachments

1) rf_disadvantage_gunner.jpg, downloaded 402 times



2) rf_disadvantage_gdi_minigunner.jpg, downloaded 405 times



3) rf_disadvantage_havoc.jpg, downloaded 405 times



4) rf_disadvantage_mobius.jpg, downloaded 405 times



5) rf_disadvantage_nod_minigunner.jpg, downloaded 418 times



Subject: Re: Non-uniform use of renegade bones Posted by danpaul88 on Mon, 02 Feb 2009 10:06:02 GMT View Forum Message <> Reply to Message

It's because they all use different base skeletons, so your changes are amplified by the difference in the bones positions in the alternative base skeletons.

Or something like that anyway.

Subject: Re: Non-uniform use of renegade bones Posted by Veyrdite on Mon, 02 Feb 2009 10:58:09 GMT

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So Gunner's is stretched taller in his actual model and Mobius' had his shrunk before their vertices were attached to the bones?

Subject: Re: Non-uniform use of renegade bones Posted by u6795 on Mon, 02 Feb 2009 11:39:21 GMT

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The idea of a headless soldier mod completely terrifies me.	
Just thought I'd let you know.	