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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?

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#### File Attachments

1) [rf\\_disadvantage\\_gunner.jpg](#), downloaded 324 times

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2) [rf\\_disadvantage\\_gdi\\_minigunner.jpg](#), downloaded 326 times



3) [rf\\_disadvantage\\_havoc.jpg](#), downloaded 325 times



4) [rf\\_disadvantage\\_mobius.jpg](#), downloaded 324 times



5) [rf\\_disadvantage\\_nod\\_minigunner.jpg](#), downloaded 338 times



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Subject: Re: Non-uniform use of renegade bones  
Posted by [danpaul88](#) on Mon, 02 Feb 2009 10:06:02 GMT  
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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.

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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?

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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.

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