

Subject: Skin that weapon =<  
Posted by [Altzan](#) on Sun, 08 Mar 2009 18:23:27 GMT  
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I used an existing Quake2 Blaster Model (with skin) for a weapon replacement (pistol). In Gmax I used 'm' and chose the skin (blaster.bmp) and applied it to the new pistol mesh, and it fit perfectly. I put the W3D's and skin into Data, but... the skin doesn't show. I tried converting the bmp to a .dds (DXT1) but I couldn't apply it in Gmax.

Can anyone help me get this skinned?

## File Attachments

1) [untitled.JPG](#), downloaded 754 times



Subject: Re: Skin that weapon =<  
Posted by [JsxKeule](#) on Sun, 08 Mar 2009 18:35:05 GMT  
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try convert the texture to .TGA

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Subject: Re: Skin that weapon =<  
Posted by [Dreganius](#) on Sun, 08 Mar 2009 18:36:24 GMT  
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Try Renegade's name for the texture file, which I'm pretty sure is just pistol.dds, for starts.

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Subject: Re: Skin that weapon =<  
Posted by [ErroR](#) on Sun, 08 Mar 2009 18:45:33 GMT  
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hehe, i found the q2 pistol some time ago too, wanted to convert it, but once i aplyed the texture, saw that it was too ugly

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Subject: Re: Skin that weapon =<  
Posted by [Di3HardNL](#) on Sun, 08 Mar 2009 19:01:42 GMT  
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Must have the texture as .dds or .tga format otherwise it won't work

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Subject: Re: Skin that weapon =<  
Posted by [Altzan](#) on Sun, 08 Mar 2009 19:08:30 GMT  
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I imported, reapplied the texture that was a .tga, and retried. Same result.

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Subject: Re: Skin that weapon =<  
Posted by [Di3HardNL](#) on Sun, 08 Mar 2009 19:24:22 GMT  
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could you upload the gmax scene + tga for it? maybe i can see what the problem is

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Subject: Re: Skin that weapon =<  
Posted by [Altzan](#) on Sun, 08 Mar 2009 19:30:25 GMT

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I'll have to re-import into gmax first, meaning the bones will have to have "Export Geometry" unchecked again.

Here, and thanks for looking at it

#### File Attachments

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1) [NewZip.zip](#), downloaded 122 times

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Subject: Re: Skin that weapon =<

Posted by [mr£Ä\\$Ä-z](#) on Sun, 08 Mar 2009 19:49:36 GMT

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Do it work now? when not then i will Unwrap it

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Subject: Re: Skin that weapon =<

Posted by [Altzan](#) on Sun, 08 Mar 2009 19:52:51 GMT

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madrackz wrote on Sun, 08 March 2009 13:49Do it work now? when not then i will Unwrap it

When I applied it in Gmax, it looked fine, but after export it looked like the screenshot in my first post.

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Subject: Re: Skin that weapon =<

Posted by [Gen\\_Blacky](#) on Sun, 08 Mar 2009 21:50:27 GMT

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There was no material applied to the weapon

<http://img22.imageshack.us/img22/6820/weeeeb.jpg>

#### File Attachments

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1) [Blaster.zip](#), downloaded 152 times

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Subject: Re: Skin that weapon =<

Posted by [DeathC200](#) on Sun, 08 Mar 2009 23:02:22 GMT

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he got it working now it totally looks kick ass

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Subject: Re: Skin that weapon =<  
Posted by [Altzan](#) on Sun, 08 Mar 2009 23:28:46 GMT  
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Thanks, man!

Ok, can you tell me in a little more detail what I did wrong, so I won't do it again? "No material applied to the weapon"?

Thanks again, I appreciate it a lot

EDIT: I tried it ingame, and it's still not showing a skin for me. What the heck is going on

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Subject: Re: Skin that weapon =<  
Posted by [Gen\\_Blacky](#) on Mon, 09 Mar 2009 00:14:52 GMT  
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did you put the texture in your data folder lol, there was no texture applied to the gun all i did was apply the texture and make a few bone corrections.

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Subject: Re: Skin that weapon =<  
Posted by [Altzan](#) on Mon, 09 Mar 2009 00:22:14 GMT  
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I put every file (minus the gmax files) into my data folder.

And of course there wasn't a texture applied, I had to re-import the w3d which strips the skin from it.

I'm really confused...

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Subject: Re: Skin that weapon =<  
Posted by [Altzan](#) on Mon, 09 Mar 2009 02:30:22 GMT  
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Texturing is my only problem.

This proves it, seeing as how it doesn't use a skin and it works fine.

I'll try making another soon that involves a skin and see if I keep getting the same problem.

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1) [untitled.JPG](#), downloaded 551 times

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