Subject: boning a character Posted by shippo on Tue, 15 Sep 2009 21:20:48 GMT View Forum Message <> Reply to Message

I am trying to remodel some of the renegade characters and possibly add a couple new ones in to some of the maps I am making.

I have been working with some of the tutorials but I can't figure out why the boning process is not working. I can load .w3d images into the renX as well. I will use Sydney as an example.

Using the mixer, I come up with these files:

c_gdi_syd1.dds (this I know represents her skin)

c_ag_gdi_syd_.w3d c_gdi_syd_.w3d c_gdi_sid_head_.w3d (this I know represents her head) c_gdi_syd_I0.w3d c_gdi_syd_I1.w3d c_gdi_syd_I2.w3d c_gdi_syd_I3.w3d

I am lost at what the purpose of these other files are (exclude the head and .dds file).

This is the Sydney model I have created from c_gdi_syd_I0.w3d. Could someone bone it for me and up load it here and tell me how you did it? (also don't worry about the texturing I can take care of that later)

File Attachments

1) sydniey.gmax, downloaded 107 times

Subject: Re: boning a character Posted by Gen_Blacky on Tue, 15 Sep 2009 21:37:18 GMT View Forum Message <> Reply to Message

If you want to learn do it your self. I always follow this tutorial . http://www.renegadehelp.net/index.php?act=tutorial&id=6108

the model multi player uses is c_ag_gdi_syd_.w3d

it loads these models

c_gdi_syd_.w3d c_gdi_syd_l0.w3d c_gdi_syd_l1.w3d c_gdi_syd_l2.w3d c_gdi_syd_l0.w3d being the highest level of detail.

Subject: Re: boning a character Posted by shippo on Wed, 16 Sep 2009 15:12:35 GMT View Forum Message <> Reply to Message

I understand what the tutorials are saying however I am not geting how the boning prosses works with these files.

c_gdi_syd_.w3d c_gdi_syd_l0.w3d c_gdi_syd_l1.w3d c_gdi_syd_l2.w3d c_gdi_syd_l3.w3d

c_gdi_syd_l0.w3d comes with what appres to be bones however they don't attach to my model. also, on some of the models, I get green dots (which I asume to be the joints)

btw sometimes when I save the model some times I get an error that says: "Name is the same. name is Bone for Bag" or something like that.

Subject: Re: boning a character Posted by Dreganius on Wed, 16 Sep 2009 17:33:18 GMT View Forum Message <> Reply to Message

I misunderstood that title when I first glanced over it.

Subject: Re: boning a character Posted by Hitman on Wed, 16 Sep 2009 18:00:19 GMT View Forum Message <> Reply to Message

god i came in here thinking i finally found someone with the same fetish... to bad

Subject: Re: boning a character Posted by shippo on Wed, 16 Sep 2009 20:37:53 GMT View Forum Message <> Reply to Message

ok this is what I want to know.

how do you take an exsisting character and change it. (what file(s) do you import so you can bone

and export it.)

and what do you save it as

c_ag_gdi_syd.w3d

c_gdi_syd_.w3d c_gdi_syd_l0.w3d c_gdi_syd_l1.w3d c_gdi_syd_l2.w3d c_gdi_syd_l3.w3d

Subject: Re: boning a character Posted by Muad Dib15 on Thu, 17 Sep 2009 04:14:16 GMT View Forum Message <> Reply to Message

input dick

Subject: Re: boning a character Posted by Gen_Blacky on Thu, 17 Sep 2009 07:31:53 GMT View Forum Message <> Reply to Message

just import c_gdi_syd_l0.w3d and delete everything besides body_0 and import the head and align it up correctly then follow that tutorial. Ignore the lod crap you don't want to make a lod character its just pointless since everyone has decent computers now days.

Subject: Re: boning a character Posted by shippo on Tue, 22 Sep 2009 00:37:32 GMT View Forum Message <> Reply to Message

I have another question,

I want to make a GDI Navy Officer using the exsisting Nod Sea Captian. is there a way I could just copy him and rename the copy?

Subject: Re: boning a character Posted by ErroR on Tue, 22 Sep 2009 11:14:20 GMT View Forum Message <> Reply to Message

shippo wrote on Tue, 22 September 2009 03:37I have another question,

I want to make a GDI Navy Officer using the exsisting Nod Sea Captian. is there a way I could just copy him and rename the copy?

yes, you have to hex edit (it's like renaming the file from inside), you need to copy the texture and model, then rename them, then hex edit them (it has to have the same character count as the one you want to replace). Let's say the names are c_gdi_captn.w3d and c_gdi_captn.dds. You take a hex editor:

http://www.handshake.de/user/chmaas/delphi/download/xvi32.zip

now open the w3d file with the hex editor, and search for c_nod_captn and c_nod_captn.dds/tga and replace it with the name of the char you want to replace. The real one isn't nod and gdi captn but look it up.

Subject: Re: boning a character Posted by shippo on Tue, 22 Sep 2009 23:02:35 GMT View Forum Message <> Reply to Message

I downloaded the hex thing, and with it I imported all of these files

c_nod_seacptn_.w3d c_nod_seacptn_head_.w3d c_nod_seacptn_I0.w3d c_nod_seacptn_I1.w3d c_nod_seacptn_I2.w3d c_nod_seacptn_I3.w3d

I then changed anything that said "nod" to "GDI", and saved all of them together as c_ag_gdi_seacptn.w3d. Is this correct so far?

File Attachments 1) test.JPG, downloaded 183 times

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Subject: Re: boning a character Posted by ErroR on Wed, 23 Sep 2009 12:14:57 GMT View Forum Message <> Reply to Message

shippo wrote on Wed, 23 September 2009 02:02I downloaded the hex thing, and with it I imported all of these files

c_nod_seacptn_.w3d c_nod_seacptn_head_.w3d c_nod_seacptn_I0.w3d c_nod_seacptn_I1.w3d c_nod_seacptn_I2.w3d c_nod_seacptn_I3.w3d

I then changed anything that said "nod" to "GDI", and saved all of them together as c_ag_gdi_seacptn.w3d. Is this correct so far? it should be ok, you need only c_ag_gdi_scptn.w3d (hex edit the c_ag_nod_seacptn) will work if you make a pkg, but if not then you have to rename it to the file you want it to replace