Subject: boning a character

Posted by shippo on Tue, 15 Sep 2009 21:20:48 GMT

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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\_l2.w3d

c\_gdi\_syd\_l3.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\_l0.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 141 times

Subject: Re: boning a character

Posted by Gen\_Blacky on Tue, 15 Sep 2009 21:37:18 GMT

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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\_l3.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

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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 I0.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

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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

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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

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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

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\*input dick\*

Subject: Re: boning a character

Posted by Gen\_Blacky on Thu, 17 Sep 2009 07:31:53 GMT

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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

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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

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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 adj captn but look it up.

Subject: Re: boning a character

Posted by shippo on Tue, 22 Sep 2009 23:02:35 GMT

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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

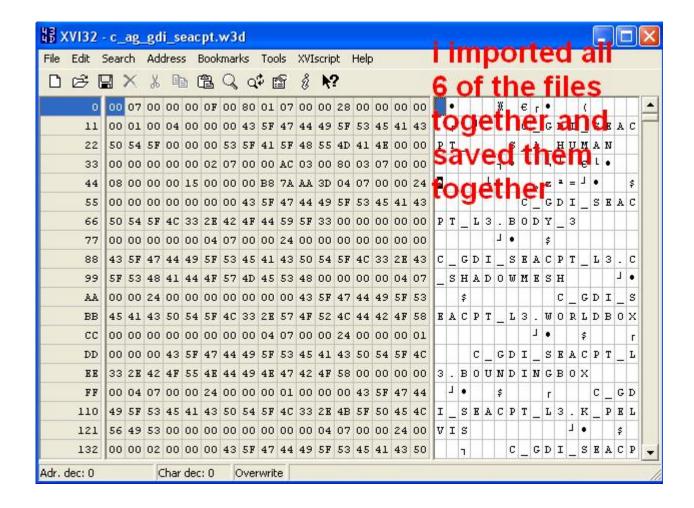
c\_nod\_seacptn\_l2.w3d

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 285 times



Subject: Re: boning a character

Posted by ErroR on Wed, 23 Sep 2009 12:14:57 GMT

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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\_l0.w3d

c\_nod\_seacptn\_l1.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