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_l0.w3d
c_gdi_syd_l1.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 206 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_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
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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

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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

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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 gdi 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_l0.w3d
c_nod_seacptn_l1.w3d
c_nod_seacptn_l2.w3d
c_nod_seacptn_l3.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 561 times

XVI32 - c_ag_gdi_seacpt.w3d

File Edit Search Address Bookmarks Tools XVIscript Help

I imported all 6 of the files together and saved them together

```
     0   00 07 00 00 00 0F 00 80 01 07 00 00 28 00 00 00 00   .         %  € ┌ •        (
    11   00 01 00 04 00 00 00 43 5F 47 44 49 5F 53 45 41 43      GDI_SEAC
    22   50 54 5F 00 00 00 53 5F 41 5F 48 55 4D 41 4E 00 00   PT_      HUMAN
    33   00 00 00 00 00 02 07 00 00 AC 03 00 80 03 07 00 00
    44   08 00 00 00 15 00 00 00 B8 7A AA 3D 04 07 00 00 24            = ┘ •        $
    55   00 00 00 00 00 00 00 43 5F 47 44 49 5F 53 45 41 43      C_GDI_SEAC
    66   50 54 5F 4C 33 2E 42 4F 44 59 5F 33 00 00 00 00 00   PT_L3.BODY_3
    77   00 00 00 00 00 04 07 00 00 24 00 00 00 00 00 00 00       ┘ •    $
    88   43 5F 47 44 49 5F 53 45 41 43 50 54 5F 4C 33 2E 43   C_GDI_SEACPT_L3.C
    99   5F 53 48 41 44 4F 57 4D 45 53 48 00 00 00 00 04 07   _SHADOWMESH      ┘ •
    AA   00 00 24 00 00 00 00 00 00 00 43 5F 47 44 49 5F 53     $        C_GDI_S
    BB   45 41 43 50 54 5F 4C 33 2E 57 4F 52 4C 44 42 4F 58   EACPT_L3.WORLDBOX
    CC   00 00 00 00 00 00 00 00 04 07 00 00 24 00 00 00 01      ┘ •    $      ┌
    DD   00 00 00 43 5F 47 44 49 5F 53 45 41 43 50 54 5F 4C      C_GDI_SEACPT_L
    EE   33 2E 42 4F 55 4E 44 49 4E 47 42 4F 58 00 00 00 00   3.BOUNDINGBOX
    FF   00 04 07 00 00 24 00 00 00 01 00 00 00 43 5F 47 44   ┘ •    $    ┌   C_GD
   110   49 5F 53 45 41 43 50 54 5F 4C 33 2E 4B 5F 50 45 4C   I_SEACPT_L3.K_PEL
   121   56 49 53 00 00 00 00 00 00 00 00 04 07 00 00 24 00   VIS     ┘ •    $
   132   00 00 02 00 00 00 43 5F 47 44 49 5F 53 45 41 43 50   ┐   C_GDI_SEACP
```

Adr. dec: 0   Char dec: 0   Overwrite

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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
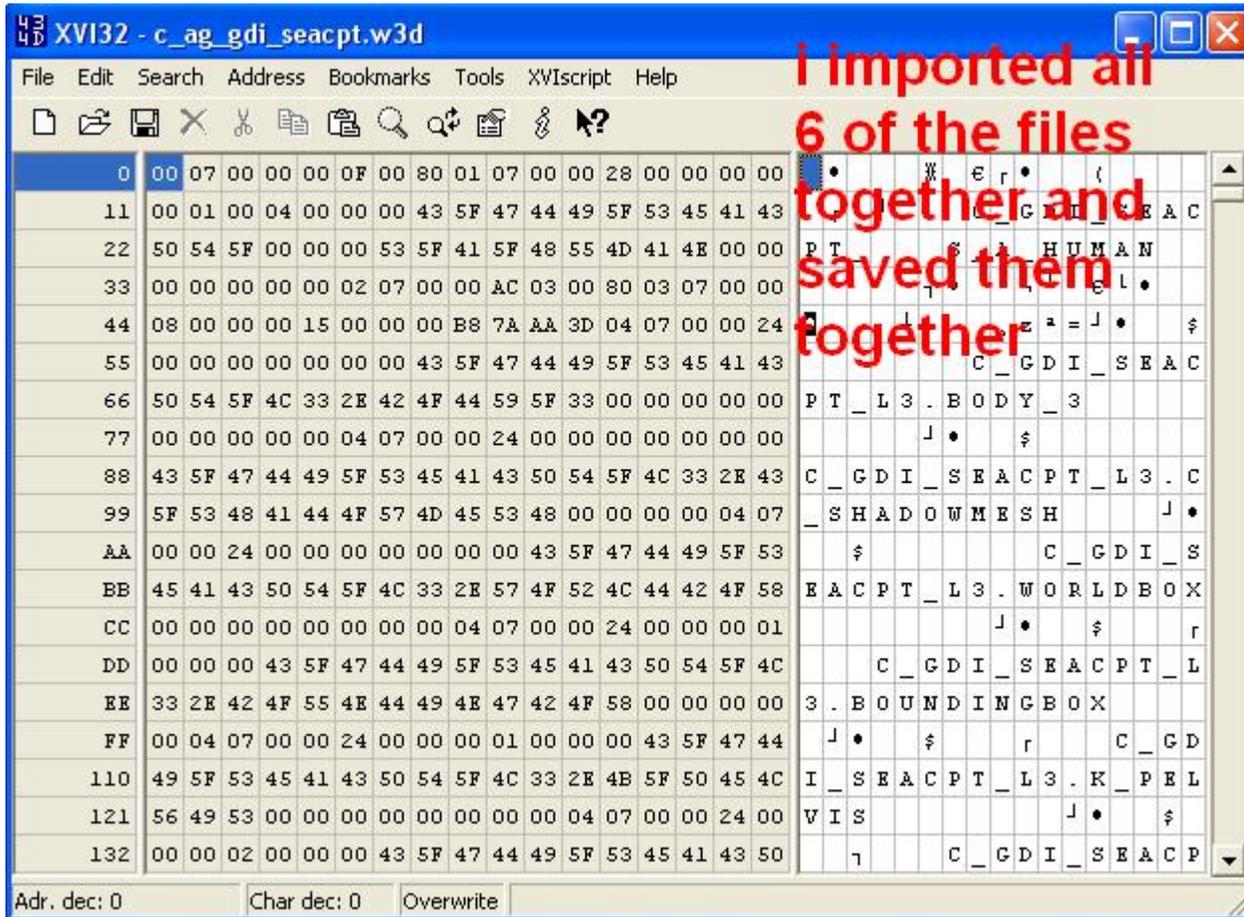c_nod_seacptn_l0.w3d
c_nod_seacptn_l1.w3d
c_nod_seacptn_l2.w3d
c_nod_seacptn_l3.w3d

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