
Subject: Character model editing

Posted by [jamiejrg](#) on Mon, 26 Feb 2007 23:53:47 GMT

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Evening,

Has anyone figured out how to edit character models yet?

This is as far as i got;

Extract the character's w3ds, in this case i used sakura.

I'm pretty sure you need:

c_nod_saku_.w3d
c_nod_saku_l0.w3d
c_nod_saku_l1.w3d
c_nod_saku_l2.w3d
c_nod_saku_l3.w3d
s_b_human.w3d

Those are the models that renx prompts you for when you try to open c_nod_saku_.w3d.

So now i have a huge jumble of meshes and bones. What can i edit? What do i have to hide, other than the world box and the boundingbox.

Even if you can explain to me why there are that many models for one character, that would be nice.

Jamie
