yesfish wrote on Fri, 08 June 2012 10:16It's like a taco inside a taco inside a Taco Bell inside a KFC inside a mall inside your dream.

Welcome to Renegade

C_AG_GDI_MOBO explicitly pulls in C_GDI_MOBI_ which explicitly brings in the hierarchy from S_A_HUMAN and implicitly brings in the 4 LOD meshes C_GDI_MOBI_L0 to L3 (the HLOD from these is ignored). It also explicitly pulls in C_GDI_MOBI_HEAD and attaches it's HLOD to "C HEAD" from S_A_HUMAN. One convention to note is that the file name of a W3D file needs to be the name of the primary object inside it, and that other files can be brought in using the dotted names (ie C_GDI_MOBI_L3.BODY3 loads c_gdi_mobi_l3.w3d and grabs the BODY3 mesh.) Renegade itself handles this by having an "Asset Manager" which can load things on demand if they haven't already been loaded, otherwise it just makes a copy.