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Subject: Renegade Dog

Posted by [GrayWolf](#) on Sun, 18 Jun 2006 07:42:28 GMT

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I am working on a dog for renegade... I modded the male bones for him so he would run like a dog and do everything like a dog. However when I try to use the dog in the map it is obvious that he is still using the regular man skeleton. Is it possible and how do I make it so my dog uses the bones I made for him.

I made bones for him to follow, you know like S\_A\_Human well I made one like that but for a dog. BTW I am not the artist responsible for this dog.

Any ideas?

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### File Attachments

1) [ScreenShot01.jpg](#), downloaded 1052 times



2) [ScreenShot02.jpg](#), downloaded 1050 times



3) [dog.jpg](#), downloaded 1047 times



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Subject: Re: Renegade Dog  
Posted by [danpaul88](#) on Sun, 18 Jun 2006 07:48:44 GMT  
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you have to export the skeleton as S\_E\_Human (afaik the first letter not already used by renegade models).

Then export the animations as h\_e\_a0a0 etc, using export using existing skeleton option, and pointing to the skeleton you exported.

The actual model should be exported with the existing skeleton option as well, EG dog.w3d

EDIT: btw, using this method you can use a completely different set of bones to those used by the renegade models if you want, or add extra ones such as one for the tail...

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Subject: Re: Renegade Dog  
Posted by [GrayWolf](#) on Sun, 18 Jun 2006 07:51:42 GMT  
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Wow that answered all my questions!!! Even ones I didn't even ask yet! Thanks!

Edit: Just came up with another question. Ok so lets say I animate the tail how to I tell the engine when to make it wag?

For example how does the game know to use the legs moving animation when the guy is running?

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Subject: Re: Renegade Dog  
Posted by [icedog90](#) on Sun, 18 Jun 2006 08:46:51 GMT  
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if it works right can you do a video? I'm curious.

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Subject: Re: Renegade Dog  
Posted by [danpaul88](#) on Sun, 18 Jun 2006 12:03:57 GMT  
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GrayWolf wrote on Sun, 18 June 2006 08:51Wow that answered all my questions!!! Even ones I didn't even ask yet! Thanks!

Edit: Just came up with another question. Ok so lets say I animate the tail how to I tell the engine when to make it wag?

For example how does the game know to use the legs moving animation when the guy is running?

Well thats why creating your own animations is hard, you have to manually create every single animation needed. If you miss any those actions default back to the animations for the s\_a\_human skeleton.

Here's a few to get you started, I didn't get around to doing the weapon ones yet. You have to create your own animations for all of these, and this is just a few of them... I went through always.dat trying to pinpoint which animations did what. These are just some rough notes I did on notepad, don't know how accurate they are.

## Empty Hands

h\_e\_a0a0 - Idle

### (Running)

h\_e\_a0a1 - Running

h\_e\_a0a2 - Run Backwards

h\_e\_a0a3 - Strafe Left

h\_e\_a0a4 - Strafe Right

h\_e\_a0a5 - V.Slow Walk Left (?)

h\_e\_a0a6 - V.Walk Walk Right (?)

### (Walking)

h\_e\_a0b1 - Walking

h\_e\_a0b2 - Walk Backwards

h\_e\_a0b3 - Strafe Left

h\_e\_a0b4 - Strafe Right

### (Crouching)

h\_e\_a0c0 - Idle

h\_e\_a0c1 - Move Forwards

h\_e\_a0c2 - Move Backwards

h\_e\_a0c3 - Strafe Left

h\_e\_a0c4 - Strafe Right

h\_e\_a0c5 - V.Slow Walk Left (?)

h\_e\_a0c6 - V.Walk Walk Right (?)

h\_e\_a0d# to h\_e\_a0l#

These appear to be animations for transitioning between Run, Jump, Walk and Crouch, and other misc. items

h\_e\_a0j# are the jump animations

h\_e\_a0a0\_### are loiter files and other misc animations

h\_e\_### appear to be death animations and damage taken animations. h\_e\_6## are the death ones. Also includes ladder animations.

## Holding Weapon at Chest

h\_e\_b0a0 - Idle

### (Running)

h\_e\_b0a1 - Running

h\_e\_b0a2 - Run Backwards

h\_e\_b0a3 - Strafe Left

h\_e\_b0a4 - Strafe Right

h\_e\_b0a5 - V.Slow Walk Left (?)  
h\_e\_b0a6 - V.Walk Walk Right (?)

(Walking)

h\_e\_b0b1 - Walking  
h\_e\_b0b2 - Walk Backwards  
h\_e\_b0b3 - Strafe Left  
h\_e\_b0b4 - Strafe Right

(Crouching)

h\_e\_b0c0 - Idle  
h\_e\_b0c1 - Move Forwards  
h\_e\_b0c2 - Move Backwards  
h\_e\_b0c3 - Strafe Left  
h\_e\_b0c4 - Strafe Right  
h\_e\_b0c5 - V.Slow Walk Left (?)

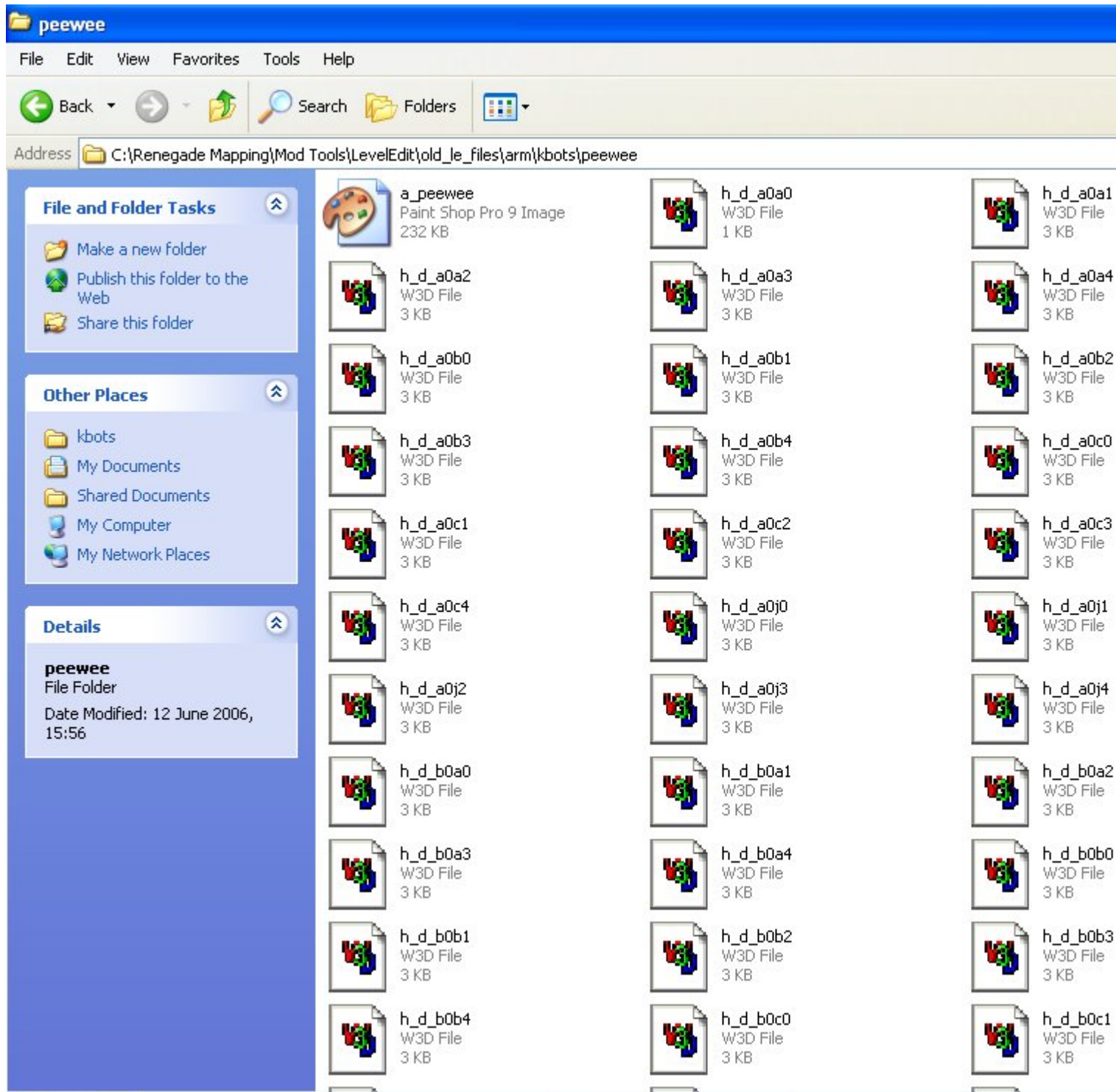
h\_e\_b0j# are the jump animations  
h\_e\_b0c6 - V.Walk Walk Right (?)

When your done with them all your LE folder might look something like this - note I used D instead of E, but later I found out that mobius (with powersuit) and perhaps other models use this letter, so don't use D unless you want to mess up mobius ;);

## File Attachments

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1) [ss\\_4.jpg](#), downloaded 894 times



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Subject: Re: Renegade Dog

Posted by [OWA](#) on Sun, 18 Jun 2006 15:45:43 GMT

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The ren engine is pushing new boundarys for itself i see

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Subject: Re: Renegade Dog  
Posted by [Aprime](#) on Sun, 18 Jun 2006 15:47:54 GMT  
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That's really far from being new, but yeah, upload a clip so we can see the animation once you're done (please).

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Subject: Re: Renegade Dog  
Posted by [GrayWolf](#) on Sun, 18 Jun 2006 16:39:46 GMT  
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Ok I think I'm doing something wrong.

How many frames do you suggest for each animation?

And also do you have any idea why my dog is all stretched out like this?

Is there a tutorial maybe I could read

### File Attachments

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1) [ScreenShot03.JPG](#), downloaded 851 times



Subject: Re: Renegade Dog  
Posted by [danpaul88](#) on Sun, 18 Jun 2006 17:23:04 GMT  
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I never managed to find any useful tutorials on it, ended up wrestling with the renegade engine for several days trying to get it to do what I wanted.

When making my animations I opened the ones from always.dat in w3d viewer, to see how long they were (number of frames is shown at bottom of w3d viewer), and as a rough guide to how to animate it.. but then my model was a biped and more similar to the originals.

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Subject: Re: Renegade Dog  
Posted by [JeepRubi](#) on Sun, 18 Jun 2006 21:19:11 GMT  
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I dont think it matters because its just replaying the animations over and over again. I think youd just want the steps right so hes not moon walking.

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Subject: Re: Renegade Dog  
Posted by [danpaul88](#) on Sun, 18 Jun 2006 21:23:54 GMT  
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yeah, but the movement speed is the same with 5 frames or 500, so you need to time the movement to match the momentm speed in ren or it wont look right

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Subject: Re: Renegade Dog  
Posted by [GrayWolf](#) on Tue, 20 Jun 2006 23:28:41 GMT  
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I can't seem to get it to work.

can someone give me a quick how to starting from I have a dog model and the dog model is boned... I wonder If im exporting files the wrong way or something.

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Subject: Re: Renegade Dog  
Posted by [GrayWolf](#) on Thu, 22 Jun 2006 19:30:55 GMT  
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bump

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Subject: Re: Renegade Dog  
Posted by [danpaul88](#) on Thu, 22 Jun 2006 20:08:40 GMT  
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it's been a long time since I did anything like this, if I get some free time I might look into making some kind of guide to creating custom character models...

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Subject: Re: Renegade Dog  
Posted by [Jerad2142](#) on Thu, 06 Jul 2006 01:29:44 GMT  
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Okay for starters your dog is all stretched out because of an occasional glitch that happens when you do WW Skin Binding in RenX just redo the linking to the bones.

Also the run animations must be the same length as the soldiers run animations beings renegade speeds up or slows down the animation depending on how fast a charter is moving.

If you still have questions e-mail me at

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