Subject: Separate Skins
Posted by Burn on Tue, 14 Nov 2006 01:16:47 GMT
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Hmm.. I'm guessing there's no possible way to take just the skin for a model and edit that in Photoshop and use it to be a separate skin from the original Renegade skin.

For example, I'd like to have a model of an infantry unit, and I'd like for the original Renegade model and my newly skinned model on the same map.

I know how to edit the skins but I don't want to have to replace them over the original Renegade skins. Does anyone know if this is possible? Or, do I have to make a completely separate model?

Thanks,

   Burn

Subject: Re: Separate Skins
Posted by R315r4z0r on Tue, 14 Nov 2006 02:26:16 GMT
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Well.. I am not expert.. infact I have no experiance at all...

But what if you Copied the origional skin that is there now, into a seperate folder. Then override the skin with yours. So that way you have yours ingame, then when you want, just move the copied origional skin back, and there you have the old one back!

Subject: Re: Separate Skins
Posted by Jerad2142 on Tue, 14 Nov 2006 05:25:33 GMT
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Unless what he said is what you were looking for the answer is NO! You would have to make a separate model.

Subject: Re: Separate Skins
Posted by FynexFox on Wed, 15 Nov 2006 10:30:02 GMT
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I get what your saying. You want to have two of the same model, but have each of em have different skins. To be honest I don't know off the top of my head how you'd go about it - though I assume its easy.

Subject: Re: Separate Skins
Posted by Zion on Wed, 15 Nov 2006 19:33:08 GMT
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Just duplicate the model and apply the new texture in the material editor, chech over the bones and settings etc and export. Job done.

Subject: Re: Separate Skins
Posted by Burn on Wed, 15 Nov 2006 20:36:13 GMT
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Merovingian wrote on Wed, 15 November 2006 14:33Just duplicate the model and apply the new texture in the material editor, chech over the bones and settings etc and export. Job done.

Actually I was just thinking that exact same thing today.

Thanks for backing up the idea.

Subject: Re: Separate Skins
Posted by Veyrdite on Fri, 17 Nov 2006 22:21:12 GMT
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cant you just do it in leveledit when in the objects options, i think there is a skin entry or something

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Subject: Re: Separate Skins
Posted by Jerad2142 on Fri, 17 Nov 2006 22:25:23 GMT
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Unfortunately no (icons yes but infantry, vehicles, and buildings no).

Subject: Re: Separate Skins
Posted by Jerad2142 on Fri, 17 Nov 2006 22:26:57 GMT
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Delete this. Accidental post.