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Subject: Character models.. What am I doing wrong?  
Posted by [jamiejrg](#) on Sat, 05 May 2007 23:28:45 GMT  
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Alright gents,

I have been toying with character models for quite some time now and i still can't get them to work.

This is what I did:

- 1) Opened up the how-to scene that comes with renegade public tools.
- 2) deleted the camera and the head mesh.
- 3) Exported with S\_B\_human.w3d (got no errors)
- 4) Took me model and named it c\_gdi\_hotw\_l0, made a copy and named it c\_gdi\_hotw\_l1... etc up until i had copies of the model for all the lods.
- 5) made a new mod in LE, and stuck those models in.
- 6) Exported mod package and loaded it up.
- 7) Got this, I can still move and shoot and everything but i just can't see the body.

(note: the body should look like mutant petrovia because i used the body mesh from the how-to just to make sure i could get it working.)

\*edit\* Is there an IRC Channel for mod help? If not, we should really make one.

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### File Attachments

1) [ScreenShot06.png](#), downloaded 323 times



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Subject: Re: Character models.. What am I doing wrong?

Posted by [jamiejrg](#) on Sun, 06 May 2007 03:24:01 GMT

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Sorry for the double post but i have come to the conclusion i am doing this pretty much all wrong.

So, a better question would be. What is the best way to make a replacement model for existing units.

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