Subject: Replace main characters
Posted by techno on Thu, 07 Jun 2007 09:54:05 GMT
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HI!I am thinking...what if ...raveshaw got replaced??Most likey mod him to look different?Could somebody help me to do that?and post how you did that?Thanks!
TECHNO
heres a image of Chem_general!

File Attachments
1) 100px-GideonRaveshawHead.jpg, downloaded 332 times

Subject: Re: Replace main characters
Posted by _SSnipe_ on Thu, 07 Jun 2007 10:17:58 GMT
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looks cool man

Subject: Re: Replace main characters
Posted by AoBfrost on Thu, 07 Jun 2007 16:57:38 GMT
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rav with chem warrior's head? I think the chem's head is part of it's body model, not sure, but this sounds alot harder than import export walla....

Subject: Re: Replace main characters
Posted by Viking on Thu, 07 Jun 2007 21:35:21 GMT
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Also, it is tecnacally a cheat as the chems head is large.

Subject: Re: Replace main characters
Posted by jamiejrg on Thu, 07 Jun 2007 23:12:36 GMT
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Why because you can see it better?

Subject: Re: Replace main characters
Posted by u6795 on Thu, 07 Jun 2007 23:21:32 GMT
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Because the head presents a larger target, is what I think he was gettin at.

Subject: Re: Replace main characters
Posted by nopol10 on Fri, 08 Jun 2007 00:17:48 GMT
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Lol, you're from Singapore (hi there) and you claim that you live in the US.

Anyway, that could be a bighead thing.

Subject: Re: Replace main characters
Posted by Dreganius on Fri, 08 Jun 2007 08:13:22 GMT
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hehe

Subject: Re: Replace main characters
Posted by techno on Sat, 09 Jun 2007 07:36:01 GMT
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HI!I am a singaporean living in USA.Thank You.Sorry about the big head thing...
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Subject: Re: Replace main characters
Posted by jamiejrg on Sat, 09 Jun 2007 17:48:53 GMT
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It's not big head until you modify the K bones. ie the projectile colision bones. The only advantage this would give someone would be being able to see the head better.

Keep in mind. Renegade doesn't use the character mesh as the projectile collision.