Subject: Switching model files
Posted by collective10 on Tue, 26 Feb 2008 18:46:14 GMT
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this is a simple question but, how can i change a model, like a gdi soldier, to become that of dolf, dino, eyeboy, and the rest, i extract the .w3d file from always.dat and rename to what it says in characters.ini, but when i choose the character i changed the .w3d on, the game closes

does anyone know the proper way to change .w3d models on chars, if so, do tell please

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Subject: Re: Switching model files
Posted by Jerad2142 on Tue, 26 Feb 2008 18:58:27 GMT
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You would also have to rename the mesh inside the w3d file, other wise it will just crash the game.

Subject: Re: Switching model files
Posted by collective10 on Tue, 26 Feb 2008 19:08:21 GMT
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what would i have to rename it to? the same as the file ive renamed it to? and how can i rename it?

Subject: Re: Switching model files
Posted by cnc95fan on Tue, 26 Feb 2008 19:31:40 GMT
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Open it in Gmax. Export as a W3D. Simple as that. Whatever name you pick, provided it is shown in Level Edit objects.ddb. Be warned, you will probably get banned if caught using different models on servers, and you will be caught.

Subject: Re: Switching model files
Posted by collective10 on Tue, 26 Feb 2008 19:37:39 GMT
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dont worry, dont plan on using on server, only on lan games with my mates, i use renguard anyway and it cries @ .w3d files ^^

Subject: Re: Switching model files

Posted by collective10 on Tue, 26 Feb 2008 19:54:56 GMT
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i have loaded in gmax and exported as same name file as gdi soldier, but the game still uses the original soldier and not any other model i use, anyone know why?

Subject: Re: Switching model files
Posted by cnc95fan on Tue, 26 Feb 2008 20:00:18 GMT
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cnc95fan wrote on Tue, 26 February 2008 13:31 Whatever name you pick, provided it is shown in Level Edit objects.ddb.

Subject: Re: Switching model files
Posted by Di3HardNL on Tue, 26 Feb 2008 20:01:03 GMT
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lol its alot more complicater to export characters then you think you need to re-assign all characterparts to bones.

check out Hero1221's tutorial in renhelp.net under character modeling

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Subject: Re: Switching model files
Posted by Scrin on Tue, 26 Feb 2008 21:29:55 GMT
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Di3HardNL wrote on Tue, 26 February 2008 14:01lol its alot more complicater to export characters then you think you need to re-assign all characterparts to bones.

check out Hero1221's tutorial in renhelp.net under character modeling

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Subject: Re: Switching model files
Posted by collective10 on Wed, 27 Feb 2008 09:08:05 GMT
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perfect, thanks diehard, made the dino, obviously the mesh needs to be reconfigured to suit the skeleton, but so far it looks good, and dolf is perfect, can't do eyeboy right now seeing as it has 6-8 legs and i need to delete those xD, anyway, thanks to all who replied, ty ^^

Subject: Re: Switching model files
Posted by Di3HardNL on Wed, 27 Feb 2008 16:20:14 GMT
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cool that it worked normally people who i give the tutorial link still don't know what to do after following it.

can you post a screenie of the dino? im interresed

Subject: Re: Switching model files
Posted by The Executor on Wed, 27 Feb 2008 16:43:20 GMT
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and post your work too if you want I am intrested, plus make sure to add the files to your DATA as well.

Subject: Re: Switching model files
Posted by Gen_Blacky on Thu, 28 Feb 2008 04:07:11 GMT
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Di3HardNL wrote on Tue, 26 February 2008 14:01lol its alot more complicater to export characters then you think you need to re-assign all characterparts to bones.

Exactly, you have to redo all the w3d settings and maybe rebone , sometimes you don't need to.