
Subject: boning a character

Posted by [shippo](#) on Tue, 15 Sep 2009 21:20:48 GMT

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I am trying to remodel some of the renegade characters and possibly add a couple new ones in to some of the maps I am making.

I have been working with some of the tutorials but I can't figure out why the boning process is not working. I can load .w3d images into the renX as well. I will use Sydney as an example.

Using the mixer, I come up with these files:

c_gdi_syd1.dds (this I know represents her skin)

c_ag_gdi_syd_.w3d

c_gdi_syd_.w3d

c_gdi_sid_head_.w3d (this I know represents her head)

c_gdi_syd_l0.w3d

c_gdi_syd_l1.w3d

c_gdi_syd_l2.w3d

c_gdi_syd_l3.w3d

I am lost at what the purpose of these other files are (exclude the head and .dds file).

This is the Sydney model I have created from c_gdi_syd_l0.w3d.

Could someone bone it for me and up load it here and tell me how you did it? (also don't worry about the texturing I can take care of that later)

File Attachments

1) [sydniedy.gmax](#), downloaded 169 times

Subject: Re: boning a character

Posted by [Gen_Blacky](#) on Tue, 15 Sep 2009 21:37:18 GMT

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If you want to learn do it your self. I always follow this tutorial .

<http://www.renegadehelp.net/index.php?act=tutorial&id=6108>

the model multi player uses is c_ag_gdi_syd_.w3d

it loads these models

c_gdi_syd_.w3d

c_gdi_syd_l0.w3d

c_gdi_syd_l1.w3d

c_gdi_syd_l2.w3d

c_gdi_syd_l3.w3d

c_gdi_syd_l0.w3d being the highest level of detail.

Subject: Re: boning a character

Posted by [shippo](#) on Wed, 16 Sep 2009 15:12:35 GMT

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I understand what the tutorials are saying however I am not getting how the boning process works with these files.

c_gdi_syd_.w3d

c_gdi_syd_l0.w3d

c_gdi_syd_l1.w3d

c_gdi_syd_l2.w3d

c_gdi_syd_l3.w3d

c_gdi_syd_l0.w3d comes with what appears to be bones however they don't attach to my model. also, on some of the models, I get green dots (which I assume to be the joints)

btw sometimes when I save the model some times I get an error that says:

"Name is the same. name is Bone for Bag" or something like that.

Subject: Re: boning a character

Posted by [Dreganius](#) on Wed, 16 Sep 2009 17:33:18 GMT

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I misunderstood that title when I first glanced over it.

Subject: Re: boning a character

Posted by [Hitman](#) on Wed, 16 Sep 2009 18:00:19 GMT

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god i came in here thinking i finally found someone with the same fetish... to bad

Subject: Re: boning a character

Posted by [shippo](#) on Wed, 16 Sep 2009 20:37:53 GMT

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ok this is what I want to know.

how do you take an existing character and change it. (what file(s) do you import so you can bone

and export it.)

and what do you save it as

c_ag_gdi_syd.w3d

c_gdi_syd_.w3d
c_gdi_syd_l0.w3d
c_gdi_syd_l1.w3d
c_gdi_syd_l2.w3d
c_gdi_syd_l3.w3d

Subject: Re: boning a character

Posted by [Muad Dib15](#) on Thu, 17 Sep 2009 04:14:16 GMT

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input dick

Subject: Re: boning a character

Posted by [Gen_Blacky](#) on Thu, 17 Sep 2009 07:31:53 GMT

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just import c_gdi_syd_l0.w3d and delete everything besides body_0 and import the head and align it up correctly then follow that tutorial. Ignore the lod crap you don't want to make a lod character its just pointless since everyone has decent computers now days.

Subject: Re: boning a character

Posted by [shippo](#) on Tue, 22 Sep 2009 00:37:32 GMT

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I have another question,

I want to make a GDI Navy Officer using the existing Nod Sea Captain. is there a way I could just copy him and rename the copy?

Subject: Re: boning a character

Posted by [ErroR](#) on Tue, 22 Sep 2009 11:14:20 GMT

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shippo wrote on Tue, 22 September 2009 03:37I have another question,

I want to make a GDI Navy Officer using the existing Nod Sea Captain. Is there a way I could just copy him and rename the copy?

yes, you have to hex edit (it's like renaming the file from inside), you need to copy the texture and model, then rename them, then hex edit them (it has to have the same character count as the one you want to replace). Let's say the names are c_gdi_captn.w3d and c_gdi_captn.dds. You take a hex editor:

<http://www.handshake.de/user/chmaas/delphi/download/xvi32.zip>

now open the w3d file with the hex editor, and search for c_nod_captn and c_nod_captn.dds/tga and replace it with the name of the char you want to replace. The real one isn't nod and gdi captn but look it up.

Subject: Re: boning a character

Posted by [shippo](#) on Tue, 22 Sep 2009 23:02:35 GMT

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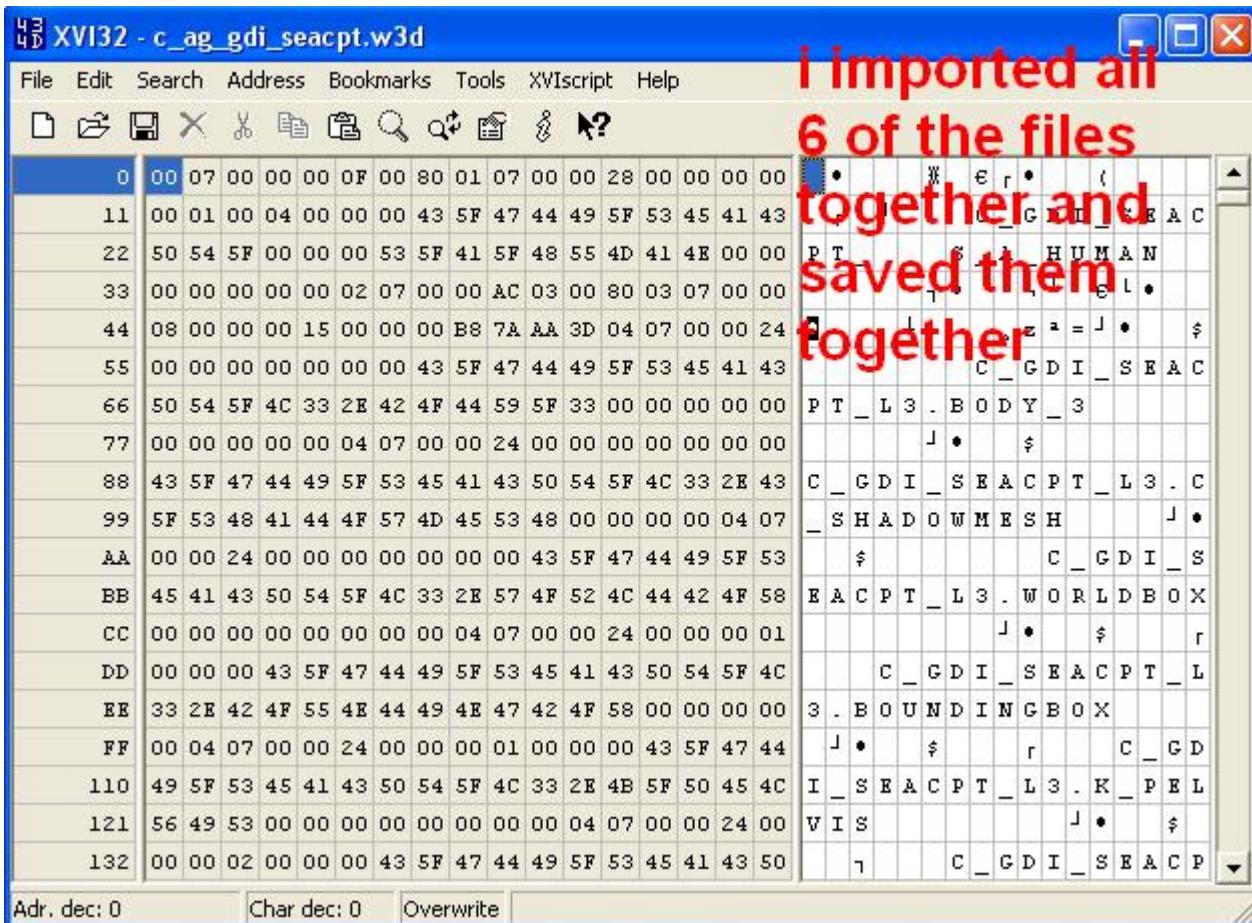
I downloaded the hex thing, and with it I imported all of these files

c_nod_seacptn_.w3d
c_nod_seacptn_head_.w3d
c_nod_seacptn_l0.w3d
c_nod_seacptn_l1.w3d
c_nod_seacptn_l2.w3d
c_nod_seacptn_l3.w3d

I then changed anything that said "nod" to "GDI", and saved all of them together as c_ag_gdi_seacptn.w3d. Is this correct so far?

File Attachments

1) [test.JPG](#), downloaded 404 times



Subject: Re: boning a character
 Posted by [ErroR](#) on Wed, 23 Sep 2009 12:14:57 GMT
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shippo wrote on Wed, 23 September 2009 02:02I downloaded the hex thing, and with it I imported all of these files

c_nod_seacptn_.w3d
 c_nod_seacptn_head_.w3d
 c_nod_seacptn_l0.w3d
 c_nod_seacptn_l1.w3d
 c_nod_seacptn_l2.w3d
 c_nod_seacptn_l3.w3d

I then changed anything that said "nod" to "GDI", and saved all of them together as c_ag_gdi_seacptn.w3d. Is this correct so far?

it should be ok, you need only c_ag_gdi_scptn.w3d (hex edit the c_ag_nod_seacptn) will work if you make a pkg, but if not then you have to rename it to the file you want it to replace
