
Subject: Bone For Infantry Weapon

Posted by [Sanada78](#) on Wed, 22 Oct 2003 17:52:58 GMT

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I converted some models so I could "skin" them with other textures. The models are fine, they move, jump, duck okay with no problems. I just noticed on this particular model (Kane) that the Rail Gun 3rd person view model wasn't right. Parts of the gun are missing, probably caused by a bone that attaches the vertexs to it or something. The pic below shows my problem.

I've tried different export options, like without the "S_A_Human.w3d" file even though it's needed or hiding certain bones before exporting.

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Posted by [NeoSaber](#) on Wed, 22 Oct 2003 18:20:32 GMT

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I think the character model needs all its LOD setup (4 models), without it Renegade doesn't load the gun's LOD properly.

My guess is it's reading that the character model has 1 LOD (or at least less than 4), then when it loads the gun it thinks the character is on the lowest LOD and therefore picks the lowest LOD setting on the gun to display.

I had the same thing at first when I was working with the alternate models in Seaside Canyon. As soon as the LOD was set up the problem went away. Some of the models I took the cheap way out and exported the same model under 4 different names. If you don't want to set up 4 different models for each character you make you can always do that.

Subject: Bone For Infantry Weapon

Posted by [Sanada78](#) on Wed, 22 Oct 2003 18:38:45 GMT

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I'm glad you knew what the problem was, I was hoping that it wouldn't take ages to find out what it was causing it.

I think i'll take the cheap way out, seems the best option IMO. Doing the LOD would take ages and plus I would have to do it properly by lowering the poly count each time.

Thanks.

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Posted by [Sanada78](#) on Thu, 23 Oct 2003 13:56:39 GMT

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There's just one more thing that I forgot to mention. I tried the above by creating LOD files for each character, but I forgot about the "Ag" file. Before I just created a file with everything in it called "C_GDI_Mobi_2_" and it worked in Renegade apart from the weapon problem. I noticed on say the Kane model that it uses a Ag file called "C_Ag_Nod_Kane" in the presets in Level Edit. This seems to be some sort of Ag file that basically builds the character from the parts available e.g. the head and the body LOD files. If you could tell me how you make these "Ag" files my problems may be all solved. When you try to convert them, it says that the file contains no meshes. bones or even ag's for that matter.

I've tried already to make one by making a box and naming it the appropriate mesh name and giving it the W3D settings of "Ag" and "Hide".

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Posted by [NeoSaber](#) on Thu, 23 Oct 2003 16:42:39 GMT

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I think I told you this in a PM a while back...

Anyway, its done in the W3D viewer like the LOD linking file was done. Load everything into the W3d viewer, select C_GDI_Mobi_2_ (or whatever the particular character's LOD file is), click on the LOD menu that should have appeared at the top and select 'Make Aggregate'. Name it what you want (c_ag_mob_2 for example). Then save the new aggregate. That will be the 'Ag' file you tell Renegade to use. If you need to add in parts like the head you can probably use Aggregate-> Bone Management to do it.

Subject: Bone For Infantry Weapon

Posted by [Sanada78](#) on Thu, 23 Oct 2003 18:20:36 GMT

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Oh... I didn't know that the W3D viewer could do more than just view W3D files. I'll try it when I get back and thanks for the help.
