Subject: Non-uniform use of renegade bones
Posted by Veyrdite on Mon, 02 Feb 2009 09:33:45 GMT

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I was hoping to make a non-advantage modification that removes heads (places them inside their bodies) of all male renegade characters, but in the end, due to several glitches of head placement, I gave up.

At first it worked fine for Havoc and the GDI soldiers

But when I came across Gunner, I became a little worried - it seemed his piercings became infected.

Hoping this was the only muck-up I was going to encounter, I walked out into the field of Skirmish, only to find that Nod soldiers were having a fantasy.

Mobius on the other-hand, went the complete opposite directions of Nod.

Why do the characters all react differently to the movement of certain bones? Is it fixable?

File Attachments
1) rf_disadvantage_gunner.jpg, downloaded 722 times

2) rf_disadvantage_gdi_minigunner.jpg, downloaded 719 times

3) [rf_disadvantage_havoc.jpg](), downloaded 731 times

4) [rf_disadvantage_mobius.jpg](), downloaded 724 times

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5) rf_disadvantage_nod_minigunner.jpg, downloaded 737 times

Subject: Re: Non-uniform use of renegade bones
Posted by danpaul88 on Mon, 02 Feb 2009 10:06:02 GMT
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It's because they all use different base skeletons, so your changes are amplified by the difference in the bones positions in the alternative base skeletons.

Or something like that anyway.

Subject: Re: Non-uniform use of renegade bones
Posted by Veyrdite on Mon, 02 Feb 2009 10:58:09 GMT
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So Gunner's is stretched taller in his actual model and Mobius' had his shrunk before their vertices were attached to the bones?

Subject: Re: Non-uniform use of renegade bones
Posted by u6795 on Mon, 02 Feb 2009 11:39:21 GMT
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The idea of a headless soldier mod completely terrifies me.

Just thought I'd let you know.