

---

Subject: boning a character

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

[View Forum Message](#) <> [Reply to Message](#)

---

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) [sydniy.gmax](#), downloaded 188 times

---

---

Subject: Re: boning a character

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

[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

\*input dick\*

---

---

Subject: Re: boning a character

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

I have another question,

I want to make a GDI Navy Officer using the exsisting Nod Sea Captian. 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

[View Forum Message](#) <> [Reply to Message](#)

---

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 Captian. 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

[View Forum Message](#) <> [Reply to Message](#)

---

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

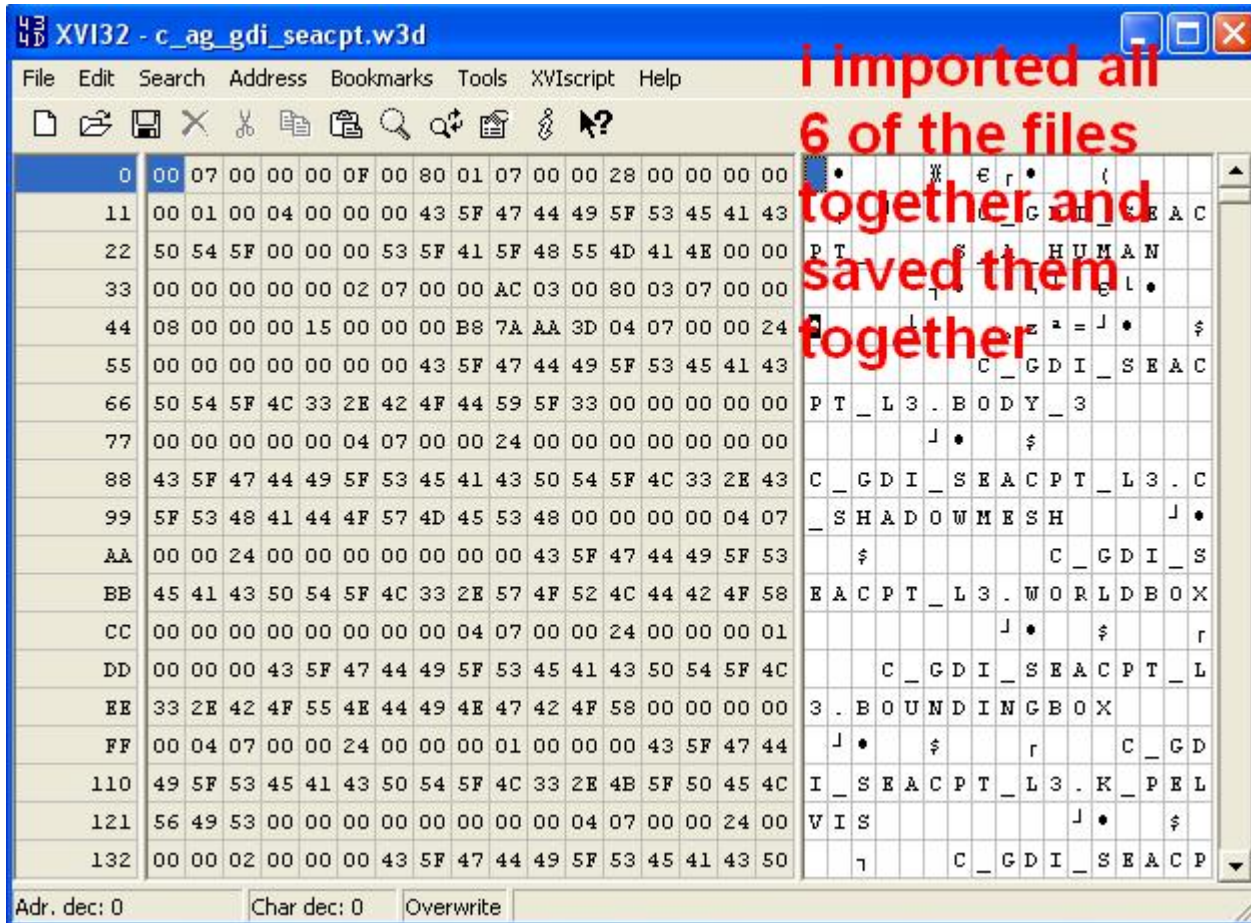
c\_nod\_seacptn\_l3.w3d

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 469 times



---

Subject: Re: boning a character  
Posted by [ErroR](#) on Wed, 23 Sep 2009 12:14:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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