Subject: Switching characters using gmax/renx...
Posted by ChewML on Thu, 22 Oct 2009 20:51:48 GMT
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I got the hex editing figured out, but some characters I can't swiitch like I want due to the number of characters in the files.

Before I delete these programs for the 11th time...

I was wondering if someone might be able to explain how to take character w3d files from Ren and make them work for another.

If someone wants to do one and make SS to show, I would like to see the first havoc replaced with general locke.

I only ask because I figure it would be simple enough since the models, textures, boning, or whatever else is already done.

Here are the files to save time if someone decides to make a nice tutorial or whatever.

hmm... now that I think of it you would prolly only need the locke w3d, but I'll leave the havoc one there just in case or for reference.

File Attachments
1) c_ag_gdi_locke.w3d, downloaded 195 times
2) c_ag_havoc.w3d, downloaded 201 times

Subject: Re: Switching characters using gmax/renx...
Posted by ChewML on Fri, 23 Oct 2009 01:41:00 GMT
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Ok so I am trying to figure this out...

I downloaded this w3d importer crap, and it seems like it is working... but when I select the files to open they are not showing up in RenX?

Here is the link where I got the importer for reference.

http://www.the3rdage.net/item-48

 I followed everything it told me to do, I just don't understand why it is not appearing to open the files?

Edit: Maybe this will help explain... It ask me to select w3d to import, I select c_ag_gdi_locke... then it ask for skeleton w3d to import... any suggestions?

Subject: Re: Switching characters using gmax/renx...
Posted by ErroR on Fri, 23 Oct 2009 12:16:11 GMT
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it should import, then you have to zoom in

Subject: Re: Switching characters using gmax/renx...
Posted by ChewML on Fri, 23 Oct 2009 19:33:39 GMT
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I imported the w_nuke w3d to test... It works.

But like I said, when I try the c_ag_gdi_locke w3d the first box says "import w3d" I select the c_ag_gdi_locke, but then it ask me to select a skelecton w3d? I have tried selecting every other file including selecting the c_ag_gdi_locke twice, but nothing shows up (tried zooming in), and I don't get any error messages either.

What is the skelecton w3d?

Subject: Re: Switching characters using gmax/renx...
Posted by ChewML on Fri, 23 Oct 2009 20:16:00 GMT
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Nevermind about the skeleton file I found it, s_a_human.w3d...

Now when I try to open c_ag_gdi_locke it ask for skeleton, so I select s_a_human... then the skeleton shows up.

How do I get the the rest of what I need together and ready to export/save as the havoc?

I hate to keep asking what some may consider dumb questions, but I have been using google and searching renegadehelp.net, but I am not finding answers.

Subject: Re: Switching characters using gmax/renx...
Posted by ErroR on Fri, 23 Oct 2009 20:29:08 GMT
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Chew wrote on Fri, 23 October 2009 23:16Nevermind about the skeleton file I found it, s_a_human.w3d...

Now when I try to open c_ag_gdi_locke it ask for skeleton, so I select s_a_human... then the skeleton shows up.

How do I get the the rest of what I need together and ready to export/save as the havoc?

I hate to keep asking what some may consider dumb questions, but I have been using google and searching renegadehelp.net, but I am not finding answers.
need to rebone it, quite easy tho, don't take it as a hard tut
http://renegadehelp.net/index.php?act=tutorial&id=6108

Subject: Re: Switching characters using gmax/renx...
Posted by ChewML on Fri, 23 Oct 2009 22:25:55 GMT
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Yea, I looked at that tutorial, that is how I figured out the skeleton part... but how do I get the actuall model (and texture) to load. All that show up is the skeleton.

Subject: Re: Switching characters using gmax/renx...
Posted by ChewML on Sat, 24 Oct 2009 01:59:06 GMT
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This is where I am now...

I think I am understanding the tutorial for the most part... but where does the texture come in at? In the tutorial the model already has a texture on it. I am not finding how to get it in there.
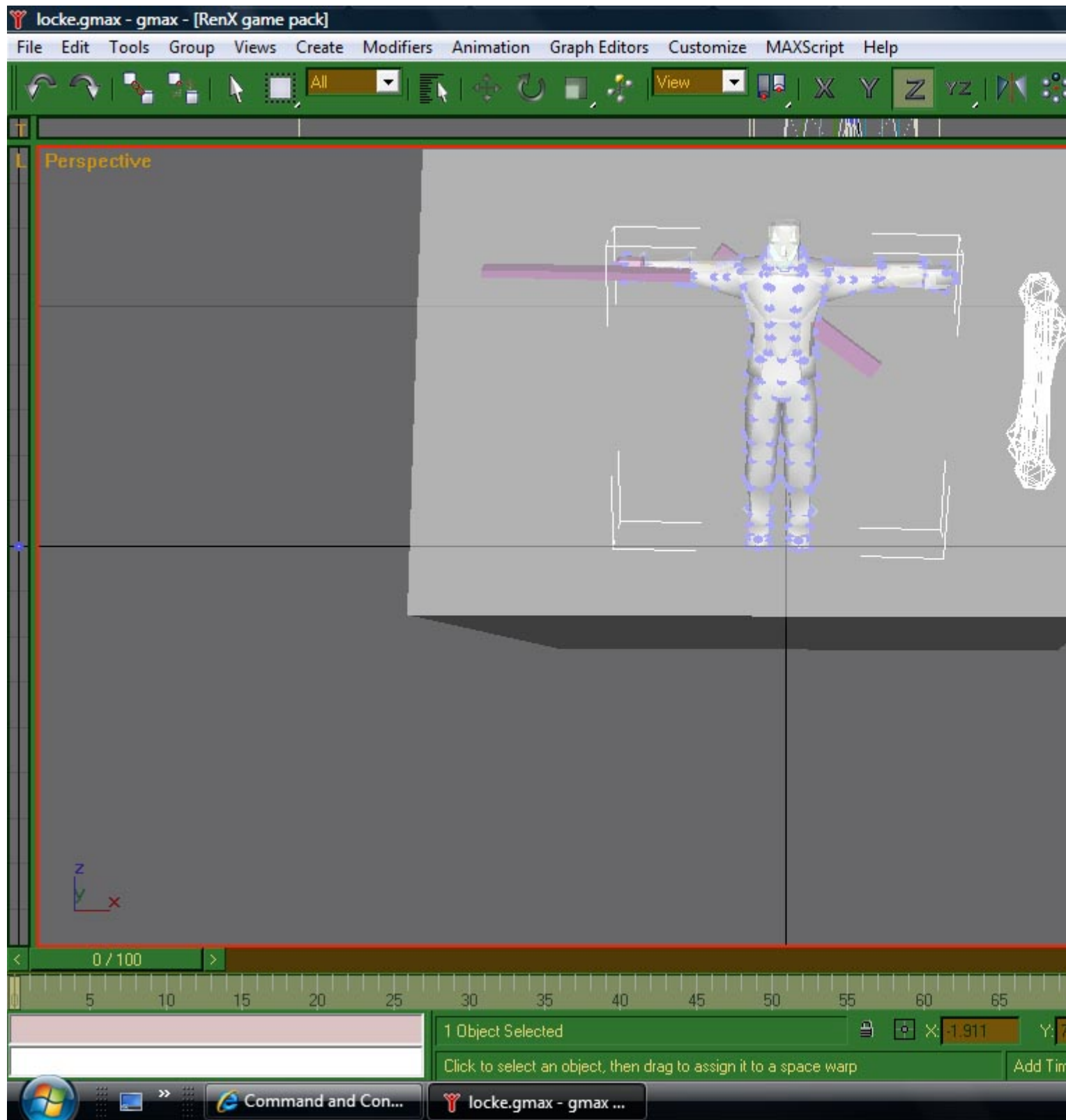
SS for reference

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Scratch all that... In that tutorial they already have the model with a texture on it. How do I get that before the skeleton crap?

File Attachments
1) whereistexture.jpg, downloaded 1109 times

Subject: Re: Switching characters using gmax/renx...
Posted by ErroR on Sat, 24 Oct 2009 10:12:42 GMT

Simply select what you don't need, right click then hide selection. Now skin the character (press M) after that right click again and unhide all.

Subject: Re: Switching characters using gmax/renx...
Posted by E! on Sat, 24 Oct 2009 11:03:08 GMT

you got a major think fault mate.
c_ag_gdi_locke.w3d means it is the Aggregate which was not created in gmax/renx that's why you receive nothing when trying to import into. this file is just the result of linking each w3d files made with renx together to the complete character i.e. you got the head model and the body model and the aggregate will link them together so it is a complete character. you have to open c_ag_gdi_locke in w3d viewer which comes with the renegade public tools then you'll see the aggregate and all hierarchical models that depend to it and their textures.

Subject: Re: Switching characters using gmax/renx...
Posted by ChewML on Sun, 25 Oct 2009 03:34:35 GMT

I think this problem may be coming from the merge part somehow...

I can't get it to bind with the wrap or however that is put. It only moves the crap that get brought in with the male file that comes with renegade tools...

I have doubles of all the "C" and "K" crap, SS for reference.

Toggle Spoiler

When I merge with the male file I get options not covered in the tutorial (that's why I assume the problem comes from there).
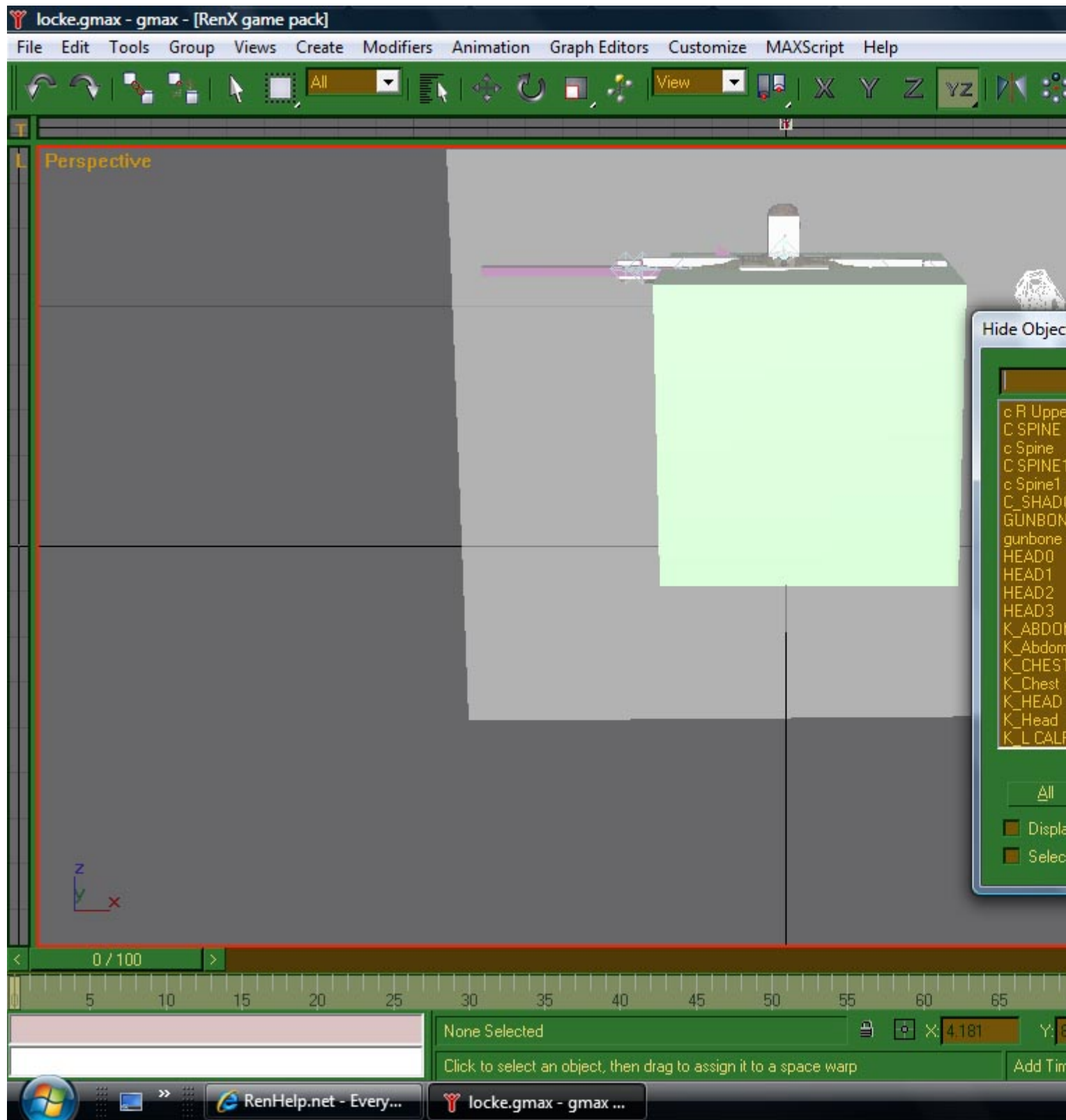
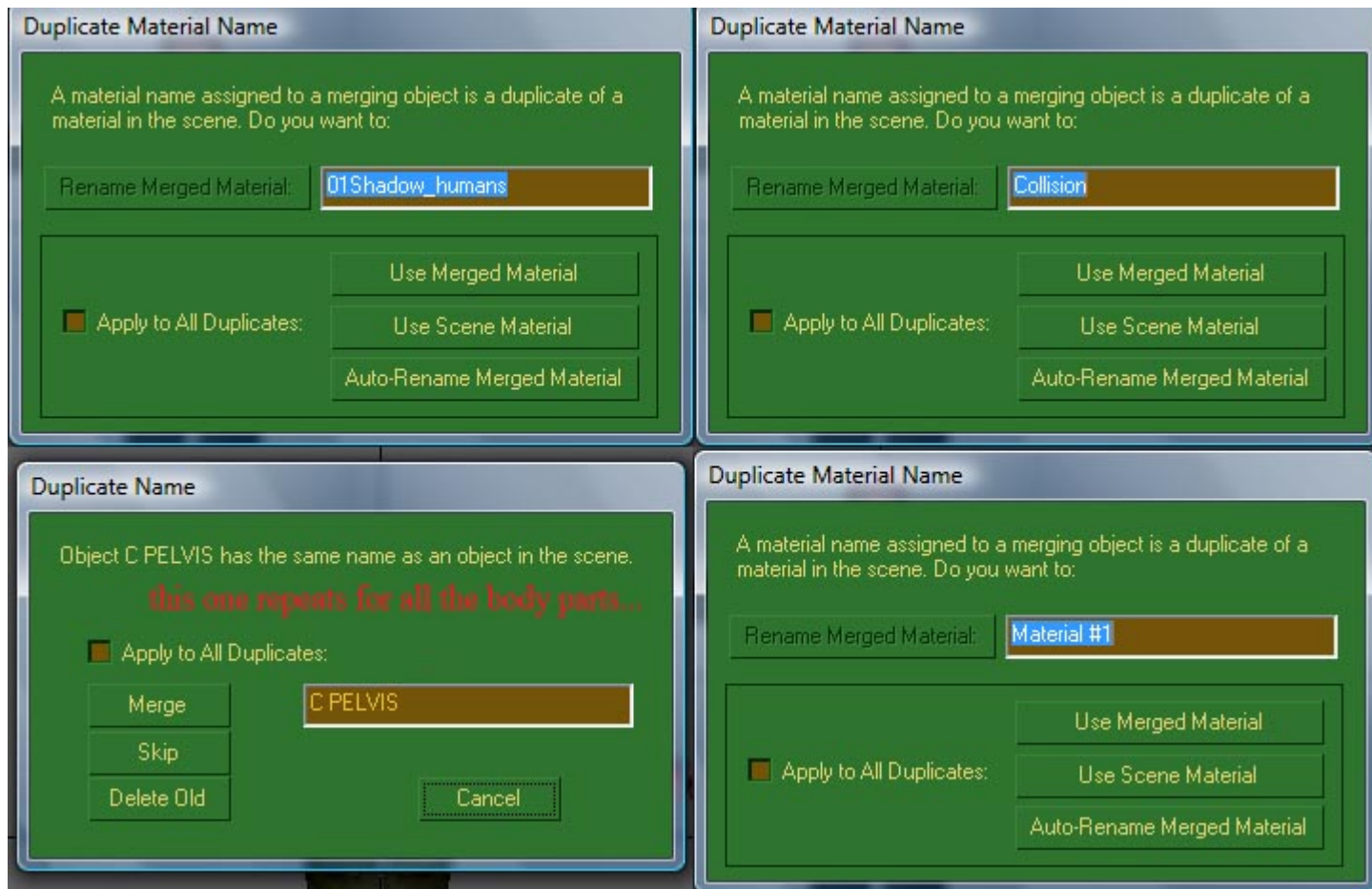SS of the option boxes not covered in tutorial for reference.

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Anyone have any ideas of what is wrong and how to fix this?

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File Attachments
```
1) ffs.jpg, downloaded 1038 times

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2) ffs2.jpg, downloaded 1049 times

Duplicate Material Name

A material name assigned to a merging object is a duplicate of a material in the scene. Do you want to:

Rename Merged Material: `01Shadow_humans`

☐ Apply to All Duplicates:

- Use Merged Material
- Use Scene Material
- Auto-Rename Merged Material

Duplicate Material Name

A material name assigned to a merging object is a duplicate of a material in the scene. Do you want to:

Rename Merged Material: `Collision`

☐ Apply to All Duplicates:

- Use Merged Material
- Use Scene Material
- Auto-Rename Merged Material

Duplicate Name

Object C PELVIS has the same name as an object in the scene.

this one repeats for all the body parts...

☐ Apply to All Duplicates:

- Merge
- Skip
- Delete Old

`C PELVIS`

Cancel

Duplicate Material Name

A material name assigned to a merging object is a duplicate of a material in the scene. Do you want to:

Rename Merged Material: `Material #1`

☐ Apply to All Duplicates:

- Use Merged Material
- Use Scene Material
- Auto-Rename Merged Material

Subject: Re: Switching characters using gmax/renx...
Posted by ErroR on Sun, 25 Oct 2009 16:29:27 GMT
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oh crap, E! Is right. I forgot :s import Locke_l0 and export as c_ag after boning

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Subject: Re: Switching characters using gmax/renx...
Posted by ChewML on Sun, 25 Oct 2009 17:58:39 GMT
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ErroR wrote on Sun, 25 October 2009 17:29oh crap, E! Is right. I forgot :s import Locke_l0 and export as c_ag after boning

Yea, I started using the locke_10... but when it is all lined up I can't it to bind right? See the post 2 above for the SS.

Subject: Re: Switching characters using gmax/renx...

Posted by [ErroR](#) on Sun, 25 Oct 2009 18:00:39 GMT
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you have to import it using the existing skeleton, then delete EVERYTHING except the body and the head (it's separate on some models) then merge with Male.gmax

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Subject: Re: Switching characters using gmax/renx...
Posted by [ChewML](#) on Sun, 25 Oct 2009 18:04:24 GMT
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ErroR wrote on Sun, 25 October 2009 19:00you have to import it using the existing skeleton, then delete EVERYTHING except the body and the head (it's separate on some models) then merge with Male.gmax

I think I may have tried this already, but when I merged it seemed like it all came back giving me doubles again? I'll try again here in a few mins to make sure.

Edit: tried it a couple more times... still coming up with doubles when merged.

Subject: Re: Switching characters using gmax/renx...
Posted by [Jerad2142](#) on Mon, 26 Oct 2009 14:13:41 GMT
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When you import a character into Gmax, it takes that character and ALL of its lod models, and ports them in as well, hints why you get multiple of each bone type.

Subject: Re: Switching characters using gmax/renx...
Posted by [ChewML](#) on Mon, 26 Oct 2009 14:51:17 GMT
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Jerad Gray wrote on Mon, 26 October 2009 08:13When you import a character into Gmax, it takes that character and ALL of its lod models, and ports them in as well, hints why you get multiple of each bone type.

I only get one set when I import the w3d, then I delete them... but then when I merge them with the male.gmax I get doubles again?

How should I fix this to where I only get one set that will bind to the cross bone and move with the animation?

Subject: Re: Switching characters using gmax/renx...
Posted by [ErroR](#) on Thu, 29 Oct 2009 10:33:54 GMT

Chew wrote on Mon, 26 October 2009 16:51Jerad Gray wrote on Mon, 26 October 2009 08:13When you import a character into Gmax, it takes that character and ALL of its lod models, and ports them in as well, hints why you get multiple of each bone type.

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are you sure you didn't accidentaly save overwritten male.gmax? because i do it all the time and it worked

Subject: Re: Switching characters using gmax/renx...
Posted by ChewML on Thu, 29 Oct 2009 16:50:21 GMT

ErroR wrote on Thu, 29 October 2009 10:33Chew wrote on Mon, 26 October 2009 16:51Jerad Gray wrote on Mon, 26 October 2009 08:13When you import a character into Gmax, it takes that character and ALL of its lod models, and ports them in as well, hints why you get multiple of each bone type.

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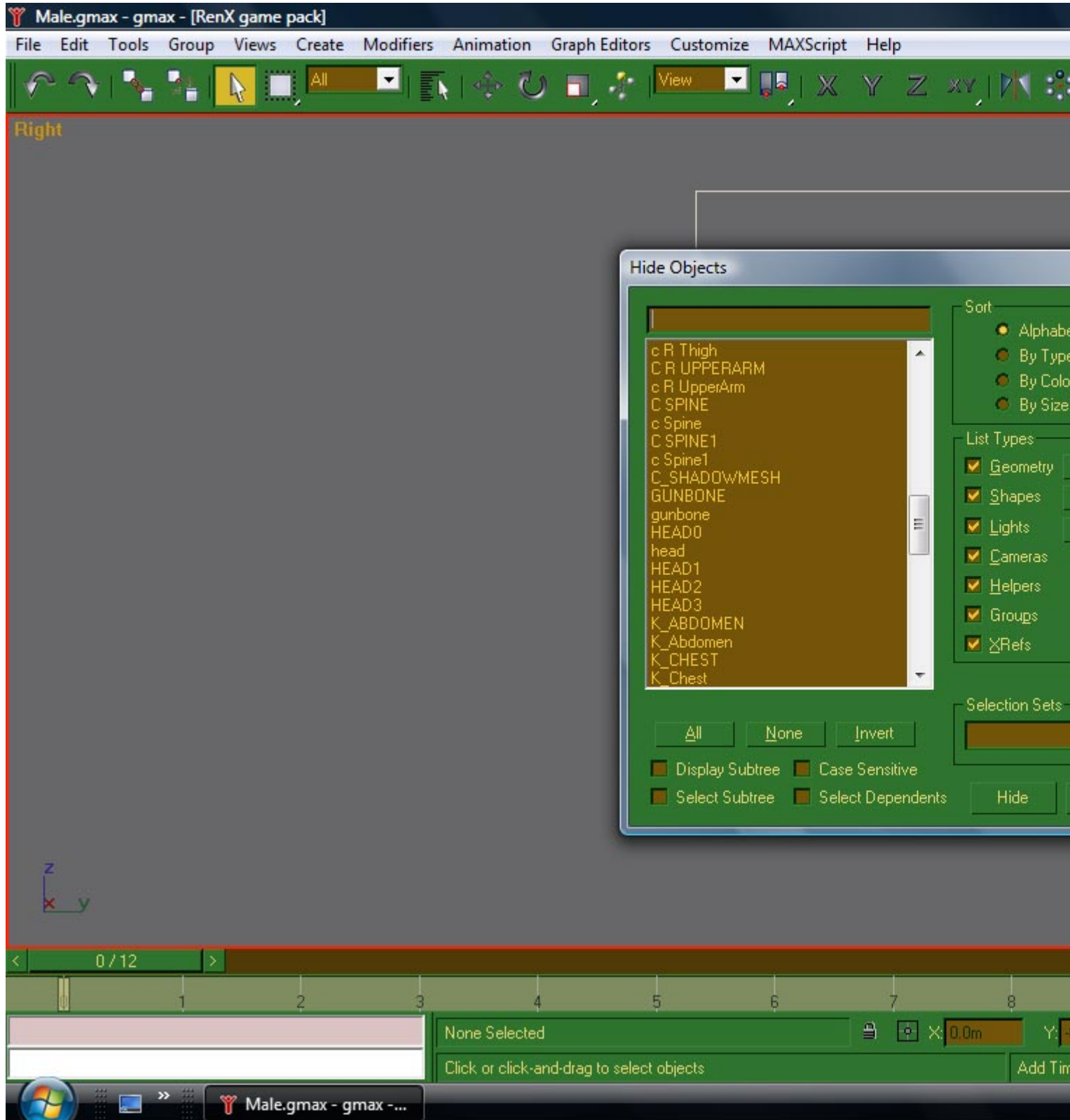
Could you post the male.gmax file for me to download to make sure it is the right one? I don't really wanna go download the whole Renegade tools just for one file...

Edit: I open the male.gmax by itself and sure enough there are doubles....

Toggle Spoiler

File Attachments
1) malegmax.jpg, downloaded 946 times

the doubles is the hlod

Subject: Re: Switching characters using gmax/renx...
Posted by ErroR on Mon, 02 Nov 2009 18:32:56 GMT

Gen_Blacky wrote on Fri, 30 October 2009 07:37the doubles is the hlod

I never seemed to get that :s and sorry chew, I don't have Internet

Subject: Re: Switching characters using gmax/renx...
Posted by ChewML on Mon, 02 Nov 2009 20:09:24 GMT

ErroR wrote on Mon, 02 November 2009 12:32Gen_Blacky wrote on Fri, 30 October 2009 07:37the doubles is the hlod

I never seemed to get that :s and sorry chew, I don't have Internet

In the tutorial SS it didn't show doubles with the merge part?

Anyways due to my laptop having a short in the charger plug... I am not able to work on it. I am currently using my GF's laptop and she don't want me cluttering it with programs and files like mine was...