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Subject: Bone For Infantry Weapon

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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