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Subject: Bone For Infantry Weapon

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.

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