
Subject: Character Models in GMAX

Posted by [Orca](#) on Wed, 06 Sep 2006 12:56:25 GMT

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

Which files are the actual soldier models that I can edit when I import the w3d files into gmax? Ive tried c_ag_gdi_mg.w3d etc and they do not work.... so what are the actual full model character file names?

Subject: Re: Character Models in GMAX

Posted by [LR01](#) on Wed, 06 Sep 2006 13:52:58 GMT

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

Yes, its doesn't appear on W3D viewer either, and the .gmax of the chars and vecs aren't onlin, are they?

Subject: Re: Character Models in GMAX

Posted by [OWA](#) on Wed, 06 Sep 2006 14:20:00 GMT

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

You need to load the skeleton first. Then load the character. The character names are usually in this format. c_havoc00.w3d

Subject: Re: Character Models in GMAX

Posted by [NeoSaber](#) on Wed, 06 Sep 2006 20:39:15 GMT

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

Orcaflam3 wrote on Wed, 06 September 2006 08:56 Which files are the actual soldier models that I can edit when I import the w3d files into gmax? Ive tried c_ag_gdi_mg.w3d etc and they do not work.... so what are the actual full model character file names?

For c_ag_gdi_mg.w3d, the file you probably want is c_gdi_mg_l0.w3d. The soldier's head is probably stored separately though as c_gdi_mg_head.

Files that begin with c_ag_ are typically aggregate files. Their purpose is to link together the various models that make up the soldier. For c_ag_gdi_mg, it probably incorporates c_gdi_mg_l0, c_gdi_mg_l1, c_gdi_mg_l2, c_gdi_mg_l3, c_gdi_mg_head and c_gdi_mg_. The ones ending in _l0, l1, etc are the different detail levels for the model. _head is obviously the head, and the one that ends with just a _ is another linking file for the models. c_ag_gdi_mg is likely built on top of c_gdi_mg_.

All the soldiers should follow this pattern. If you find one with the c_ag_ in it, then the model files likely have the same name, just without the ag_.

I hope that makes sense.

Subject: Re: Character Models in GMAX
Posted by [Zion](#) on Wed, 06 Sep 2006 21:35:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Perfect sence to me.

Subject: Re: Character Models in GMAX
Posted by [Orca](#) on Thu, 07 Sep 2006 07:19:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea Neo ive been using the _I0 and _head.w3ds this whole time but for some reason they wont follow the bones assigned to them :/

Subject: Re: Character Models in GMAX
Posted by [LR01](#) on Thu, 07 Sep 2006 15:07:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Did you ever made a working char?

(so you are sure you did it right?)

Subject: Re: Character Models in GMAX
Posted by [NeoSaber](#) on Thu, 07 Sep 2006 23:57:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Orcaflam3 wrote on Thu, 07 September 2006 03:19Yea Neo ive been using the _I0 and _head.w3ds this whole time but for some reason they wont follow the bones assigned to them :/

When infantry models get imported into Gmax, their rigging gets screwed up. You need to rig the model yourself to get it working again.

Subject: Re: Character Models in GMAX
Posted by [Orca](#) on Sat, 09 Sep 2006 03:14:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

NeoSaber wrote on Thu, 07 September 2006 18:57Orcaflam3 wrote on Thu, 07 September 2006 03:19Yea Neo ive been using the _I0 and _head.w3ds this whole time but for some reason they wont follow the bones assigned to them :/

When infantry models get imported into Gmax, their rigging gets screwed up. You need to rig the model yourself to get it working again.

Yea np i just figured it out ty for your help.

Subject: Re: Character Models in GMAX

Posted by [bubba_chaos](#) on Tue, 19 Sep 2006 02:53:11 GMT

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

whats your progress on model making/
