Subject: New sydney model
Posted by Spyder on Wed, 25 Apr 2007 19:15:36 GMT
View Forum Message <> Reply to Message

I am making a new model for sydney atm, but there is a problem. I exported my model, containing all the bones etc. But when I load the file in w3d viewer, it shows me the original sydney model.

Anything else:
I followed the renhelp character tutorial, but it's all a bit vague. Can someone explain me very clearly how to add the WWSkin and stuff?

Subject: Re: New sydney model
Posted by Scrin on Wed, 25 Apr 2007 19:46:50 GMT
View Forum Message <> Reply to Message

darksnipa wrote on Wed, 25 April 2007 14:15I am making a new model for sydney atm, but there is a problem. I exported my model, containing all the bones etc. But when I load the file in w3d viewer, it shows me the original sydney model.

Anything else:
I followed the renhelp character tutorial, but it's all a bit vague. Can someone explain me very clearly how to add the WWSkin and stuff?
hmm meybe you should work with logan them?   its better.

Subject: Re: New sydney model
Posted by Spyder on Thu, 26 Apr 2007 08:16:00 GMT
View Forum Message <> Reply to Message

It's an individual project. I wanna do the sydney first and then the logan. the projectis this:

A new nude model for sydney, because the other ones sucked. They wil be a substitute for the other model.

I will post a screenshot if it's allowed. But that'll be later.

Subject: Re: New sydney model
Posted by Slave on Thu, 26 Apr 2007 08:50:05 GMT
View Forum Message <> Reply to Message

Will Logan be nude too?

eww...
just eww...

Subject: Re: New sydney model
Posted by nopol10 on Thu, 26 Apr 2007 09:01:23 GMT
View Forum Message <> Reply to Message

I knew it. You sick people were gonna try something like this.

(Please don't do Mobius...)

Subject: Re: New sydney model
Posted by Scrin on Thu, 26 Apr 2007 09:01:54 GMT
View Forum Message <> Reply to Message

Slave wrote on Thu, 26 April 2007 03:50Will Logan be nude too?

eww...
just eww...

Subject: Re: New sydney model
Posted by danpaul88 on Thu, 26 Apr 2007 09:29:29 GMT
View Forum Message <> Reply to Message

Wow, this is the most pointless, pathetic and sad mod I have seen in a while...

Subject: Re: New sydney model
Posted by CarrierII on Thu, 26 Apr 2007 09:34:52 GMT
View Forum Message <> Reply to Message

I got the IRC logs to this

Subject: Re: New sydney model
Posted by Spyder on Thu, 26 Apr 2007 09:51:49 GMT
View Forum Message <> Reply to Message

Only sydney will be nude, no guys will be nude cause I'm not gay. And no I'm not such pervert that's gonna do weird things with that stuff...

Subject: Re: New sydney model

Posted by Goztow on Thu, 26 Apr 2007 10:22:45 GMT
View Forum Message <> Reply to Message

Naked raveshaw models FTW!

Subject: Re: New sydney model
Posted by nopol10 on Thu, 26 Apr 2007 10:29:26 GMT
View Forum Message <> Reply to Message

You mean naked MUTANT Raveshaw...or don't you?

Subject: Re: New sydney model
Posted by Scrin on Thu, 26 Apr 2007 12:49:07 GMT
View Forum Message <> Reply to Message

Goztow wrote on Thu, 26 April 2007 05:22Naked raveshaw models FTW!
naked Mutant Stalin-Goztow ffffM   !

Subject: Re: New sydney model
Posted by Goztow on Thu, 26 Apr 2007 12:50:02 GMT
View Forum Message <> Reply to Message

You couldn't stand my sexyness...

Subject: Re: New sydney model
Posted by Scrin on Thu, 26 Apr 2007 16:58:20 GMT
View Forum Message <> Reply to Message

Goztow wrote on Thu, 26 April 2007 07:50You couldn't stand my sexyness...
lol i just joke with ppls stuff np!

Subject: Re: New sydney model
Posted by Jerad2142 on Thu, 26 Apr 2007 17:51:36 GMT
View Forum Message <> Reply to Message

danpaul88 wrote on Thu, 26 April 2007 03:29Wow, this is the most pointless, pathetic and sad
mod I have seen in a while...
Which means Renegade is slowly regaining it reputation with new players.

Excellent, we might have brought Renegades demise to a halt.

Subject: Re: New sydney model
Posted by BlueThen on Thu, 26 Apr 2007 19:39:42 GMT
View Forum Message <> Reply to Message

A mod where all the chars are nude and the vechs look like they were stripped of the armor?

er.. Nevermind...

Subject: Re: New sydney model
Posted by Ryu on Thu, 26 Apr 2007 20:00:20 GMT
View Forum Message <> Reply to Message

darksnipa wrote on Thu, 26 April 2007 03:16It's an individual project. I wanna do the sydney first and then the logan. the projectis this:

A new nude model for sydney, because the other ones sucked. They wil be a substitute for the other model.

I will post a screenshot if it's allowed. But that'll be later.

LOL.

Just LOL.

Out of all the things you could do, Add a cool suit of Armour, Or add some wicked tattoos on her, You decide to make her naked? Oh.. While your at it, Give her a boob job, too! [/sarcasm]

Subject: Re: New sydney model
Posted by Crusader on Thu, 26 Apr 2007 20:02:17 GMT
View Forum Message <> Reply to Message

LOL!   Can't stop laughing!

Subject: Re: New sydney model
Posted by AoBfrost on Thu, 26 Apr 2007 21:12:00 GMT
View Forum Message <> Reply to Message

While your at it, if possible, remake the powersuit for sydney, Ithink it uses the same model but different texture for mobious, but try it, if it effects mobious forget it then. i wanted to see a smaller thinner powersuit for her, one that is more around her body and one that doesnt make her look like a turtle. Mobious looks cool that way with silver, but sydney's a girl and all...she needs sexy armor! Nothing revealing, but something just more girly and cool for her.....powersuit havoc ftw? I bet you could copy and rename the model and make certain characters wear the powersuit lol.

Subject: Re: New sydney model
Posted by Jerad2142 on Fri, 27 Apr 2007 04:43:09 GMT
View Forum Message <> Reply to Message

Hey we should pull in some scripters, we could make her dance on a button press and more[/sarcasm]

Subject: Re: New sydney model
Posted by Dave Anderson on Fri, 27 Apr 2007 04:47:56 GMT
View Forum Message <> Reply to Message

darksnipa wrote on Thu, 26 April 2007 03:51Only sydney will be nude, no guys will be nude cause I'm not gay. And no I'm not such pervert that's gonna do weird things with that stuff...

The fact that people even thinking about this kind of stuff is pretty pathetic. Go outside and get some sunlight. It will do you a whole world of good.

Subject: Re: New sydney model
Posted by Ryu on Fri, 27 Apr 2007 06:47:55 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Thu, 26 April 2007 21:43Hey we should pull in some scripters, we could make her dance on a button press and more[/sarcasm]

Will her big boobies be juggling up and down?

Subject: Re: New sydney model
Posted by Goztow on Fri, 27 Apr 2007 10:53:27 GMT
View Forum Message <> Reply to Message

You can absolutely NOT give her a boobjob as this would give you an unfair advantage. Big boob-cheat anyone?

Subject: Re: New sydney model
Posted by Spyder on Fri, 27 Apr 2007 11:16:51 GMT
View Forum Message <> Reply to Message

Thanks for all the ideas guys! Now it will become more and more advanced . BTW The big boobie cheat will be disallowed by renguard for sure...

Subject: Re: New sydney model
Posted by crazfulla on Fri, 27 Apr 2007 13:23:23 GMT
View Forum Message <> Reply to Message

Alex wrote on Fri, 27 April 2007 02:47Will her big boobies be juggling up and down?

I'm sure someone with relative experience could add that to the running animation... (edit) though I would recommend going out and losing your virginity than wasting your time on such things.

Subject: Re: New sydney model
Posted by jamiejrg on Fri, 27 Apr 2007 16:04:36 GMT
View Forum Message <> Reply to Message

You could give her a boob job.. just make sure you don't mess with the colision boxes. Am i right?

Also, i'll help on the technical side of things but I still can't get character models to work for me. Plus the C_ag_**** models still baffle me.

Jamie

Subject: Re: New sydney model
Posted by Jerad2142 on Fri, 27 Apr 2007 16:16:38 GMT
View Forum Message <> Reply to Message

The only thing that will have physical and camera collision enabled is the world box. If you make your own new 3d models, you don't even have to mess with the c_ag stuff, just name it what ever, unless you want it to have LOD.

Subject: Re: New sydney model
Posted by jamiejrg on Fri, 27 Apr 2007 16:34:21 GMT
View Forum Message <> Reply to Message

K bones have projectile collision.

Subject: Re: New sydney model
Posted by Jerad2142 on Fri, 27 Apr 2007 16:56:46 GMT
View Forum Message <> Reply to Message

  Correct (these also can be renamed in conjunction with bones.ini to make your own damage points, with multiplication, like a dinosaur tail or something)

Subject: Re: New sydney model
Posted by jamiejrg on Fri, 27 Apr 2007 17:06:00 GMT
View Forum Message <> Reply to Message

Interesting.

Subject: Re: New sydney model
Posted by Jerad2142 on Fri, 27 Apr 2007 17:11:03 GMT
View Forum Message <> Reply to Message

jamiejrg wrote on Fri, 27 April 2007 11:06Interesting.
lol, but as a side note, I don't think it works right with a package, you will have to make it a tc.

Subject: Re: New sydney model
Posted by Scrin on Fri, 27 Apr 2007 22:28:09 GMT
View Forum Message <> Reply to Message

crazfulla wrote on Fri, 27 April 2007 08:23Alex wrote on Fri, 27 April 2007 02:47Will her big boobies be juggling up and down?

I'm sure someone with relative experience could add that to the running animation... (edit) though I would recommend going out and losing your virginity than wasting your time on such things.

Subject: Re: New sydney model
Posted by jamiejrg on Wed, 02 May 2007 23:15:57 GMT
View Forum Message <> Reply to Message

Progress?

Subject: Re: New sydney model
Posted by Spyder on Thu, 03 May 2007 09:05:44 GMT
View Forum Message <> Reply to Message

Gmax crashed and for some reason my installer gives this error: Error 1722, there is something wrong with the program that needs to run to complete the installation.

Can't install it. To make any progress I need to download 3ds max 8 first, else I can't export the w3d files. 3DS max 9 doesn't read the w3d exporter.

Sorry guys...

Subject: Re: New sydney model
Posted by CarrierII on Thu, 03 May 2007 14:44:16 GMT
View Forum Message <> Reply to Message

I could upload replacement files from my (working) copy of Gmax if you name which one(s) you need.

Subject: Re: New sydney model
Posted by Spyder on Thu, 03 May 2007 15:16:28 GMT
View Forum Message <> Reply to Message

I uninstalled the whole program...But 3ds max 8 is downloaded for 56% now.

Subject: Re: New sydney model
Posted by AoBfrost on Thu, 03 May 2007 15:20:20 GMT
View Forum Message <> Reply to Message

Well....early i posted saying theres only 1 powersuit model, there isnt. The powersuit has 4 parts to it in w3d format, I was looking in always.dat and found files like c_pwsuit_L0/L1/etc.. and then a c_pwsuit2_Lo/etc... 4 files, but ach with L0, L1, L2, L3, so remodeling the powersuit (if you someday would) is possible. I would like to see that, sydney's powersuit is too fatty looking, although remodeling hers would make the singplayer mission with mobious wear the new powersuit meant for sydney.....but I'm sure with some editing there is a way to change his model to pwsuit2 with his silver texture.

Subject: Re: New sydney model
Posted by Scrin on Thu, 03 May 2007 16:42:20 GMT
View Forum Message <> Reply to Message

darksnipa wrote on Thu, 03 May 2007 10:16But 3ds max 8 is downloaded for 56% now.