Subject: Character models.. What am I doing wrong?
Posted by jamiejrg on Sat, 05 May 2007 23:28:45 GMT
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Alright gents,

I have been toying with character models for quite some time now and i still can't get them to
work.

This is what I did:

1) Opened up the how-to scene that comes with renegade public tools.
2) deleted the camera and the head mesh.
3) Exported with S_B_human.w3d (got no errors)
4) Took me model and named it c_gdi_hotw_l0, made a copy and named it c_gdi_hotw_l1... etc
up until i had copies of the model for all the lods.
5) made a new mod in LE, and stuck those models in.
6) Exported mod package and loaded it up.
7) Got this, I can still move and shoot and everything but i just can't see the body.

(note: the body should look like mutant petrovia because i used the body mesh from the how-to
just to make sure i could get it working.)

edit Is there an IRC Channel for mod help? If not, we should realy make one.

File Attachments
1) ScreenShot06.png, downloaded 351 times

Subject: Re: Character models.. What am I doing wrong?
Posted by jamiejrg on Sun, 06 May 2007 03:24:01 GMT
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Sorry for the doulbe post but i have come to the conclusion i am doing this pretty much all wrong.

So, a better questions would be. What is the best way to make a replacement model for existing units.