Subject: Can someone explain why this doesn't work?
Posted by jamiejrg on Sat, 12 May 2007 16:13:36 GMT
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Why is it that I can't replace character models. In my mind this should work. Lets use the nod sniper and nod sbh as an example. Both use the same skeleton (s_a_human) as far as i know and both include the head mesh in the thier lod files.

To me, i should be able to take the sbh models and rename them as the sniper ones and put them in the data folder, and tada i have the sbh sniper. But, this does not work. I just get an invisible character.

I will continue testing this but thus far i no idea whats happening.

Maybe it has something to do with the actual name of the meshes. Like i renamed the sbh w3d file, but inside the mesh is still called c_nod_stlth.

If anyone has anything to add to this or any explanation as to why this isn't working then please share.

edit1 When i launch the game with modified lod files and C_ag and c_***_****_.w3d files my game crashes on start up.

When i launch with modified lod files and c_***_****_.w3d it crashes on multiplayer practice load.

When i launch with just lod files i get ingame but then i can't move the character, and the character is invisible.

Jamie

Subject: Re: Can someone explain why this doesn't work?
Posted by Tunaman on Sat, 12 May 2007 19:37:48 GMT
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If you rename a .w3d file, you must use a hex-editor to change the name inside the file as well.. I think Jonwil had a program that did it for yu but I don't know where it is or anything about it.

Subject: Re: Can someone explain why this doesn't work?
Posted by jamiejrg on Sat, 12 May 2007 20:00:21 GMT
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It's funny you say that, i was just trying that myself. but when i do it and then open the w3d, the mesh i renamed isn't there.

Subject: Re: Can someone explain why this doesn't work?
Posted by AoBfrost on Mon, 14 May 2007 19:23:45 GMT
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Silly boy, I tried similar thing making kane with powersuit lol, You need to import the sbh or sniper body w3d files into gmax or 3dsmax and then save them as a new model, then rename them to sbh or sniper...it isnt that easy.

Subject: Re: Can someone explain why this doesn't work?
Posted by jamiejrg on Mon, 14 May 2007 20:14:14 GMT
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So the actual names of the mesh inside matter.

Subject: Re: Can someone explain why this doesn't work?
Posted by AoBfrost on Mon, 14 May 2007 22:17:59 GMT
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I dunno, to make powersuit kane, all i did was download gmax, activate it, use renx for ren models, import powersuit, and save it as a different new model, then rename it to kane's body parts and walla, but you wont have a sbh sniper even if you try, the stealth_effect.dds doesnt effect snipers, only sbh themselves...and everyone else will see you as a nod sniper still, pointless to me, on the other hand...kane powersuit ftw.

Subject: Re: Can someone explain why this doesn't work?
Posted by jamiejrg on Tue, 15 May 2007 12:38:56 GMT
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Don't worry, I know i wont get the stealth effect. I just want the body of the sbh, have you seen it lately?! ITS FREAKING SWEET!.

Subject: Re: Can someone explain why this doesn't work?
Posted by AoBfrost on Tue, 15 May 2007 16:44:04 GMT
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I dont get what you want though lol, everyone else will look like sbh when they are sniping, but when they see you, they wont, you'll be a nod sniper.....plus the sbh doesnt really fit "sniper" anyways, your mod, I've done stupid stuff too like sydney with a red jacket with nod logo, and kane wearing a powersuit lol. SUPER KANE FTW!

Subject: Re: Can someone explain why this doesn't work?
Posted by Jerad2142 on Tue, 15 May 2007 17:56:48 GMT
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I don't even screw with the lod files anymore, I just find out what the base charter is named and export the charter to that name in the Renegade directory, then it is always in its best viewing settings.

Subject: Re: Can someone explain why this doesn't work?
Posted by jamiejrg on Wed, 16 May 2007 23:12:56 GMT
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Ok i got it!

Open up the mesh, rename it to the one you are replaceing

(eg, I was replaceing the sniper with the sbh mesh, i changed the mesh's name from stealth_0.00 to sniper_0.00)

Then made sure all teh export settings where right.

Exported and boo yeah!

Subject: Re: Can someone explain why this doesn't work?
Posted by AoBfrost on Thu, 17 May 2007 20:53:39 GMT
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His shoulder looks odd with a stretched and black shadow look, I dunno, I use the silver sbh skin, so I'm not 100% sure, anyways, you did it lol. Now how about Powersuit havoc?

Subject: Re: Can someone explain why this doesn't work?
Posted by jamiejrg on Thu, 17 May 2007 22:34:38 GMT
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AoBfrost wrote on Thu, 17 May 2007 15:53His shoulder looks odd with a stretched and black shadow look, I dunno, I use the silver sbh skin, so I'm not 100% sure, anyways, you did it lol. Now how about Powersuit havoc?

What is it with you and powersuit?