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Subject: Chemical Warrior

Posted by [Poskov](#) on Tue, 08 Apr 2008 20:46:44 GMT

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would someone fix up the chem warrior's model,  
so he has an actual head which turns

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Subject: Re: Chemical Warrior

Posted by [Oblivion165](#) on Tue, 08 Apr 2008 21:38:48 GMT

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The helmet and head are both tied to the same bone, they can't be made individual with Renegade's bone structure.

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Subject: Re: Chemical Warrior

Posted by [Canadacdn](#) on Tue, 08 Apr 2008 22:03:57 GMT

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Yes, but couldn't you make the helmet part of the body, attach it to the body bone and then attach the head to the head bone?

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Subject: Re: Chemical Warrior

Posted by [mrÅ£Äz](#) on Tue, 08 Apr 2008 22:05:32 GMT

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I tried to remove the Glass, (adding alpha Channel etc)  
but my Chemwarrior always turns into Black can some1  
Help me ???

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Subject: Re: Chemical Warrior

Posted by [Gen\\_Blacky](#) on Tue, 08 Apr 2008 23:36:21 GMT

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either texture not alpha or you didn't do alpha settings right.

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Subject: Re: Chemical Warrior

Posted by [Poskov](#) on Wed, 09 Apr 2008 00:26:57 GMT

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"I tried to remove the Glass, (adding alpha Channel etc)

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but my Chemwarrior always turns into Black can some1

Help me ???" This is somewhat off topic but anyways Canadacdn: (edit the alpha, and if it's still black, you didn't compress the dds properly [dxt5])

Would someone repair the model, so he has an actual head which turns (make the helmet not a bone/hit box/damage area, just a decorative piece which you can shoot through to hit the head)

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Subject: Re: Chemical Warrior

Posted by [Oblivion165](#) on Wed, 09 Apr 2008 00:31:37 GMT

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Canadacdn wrote on Tue, 08 April 2008 18:03Yes, but couldn't you make the helmet part of the body, attach it to the body bone and then attach the head to the head bone?

Neh, the animations make the helmet stretch to odd positions and such.

As for the helmet-less chem trooper:

<http://www.renegadeforums.com/index.php?t=msg&goto=291467>

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