Subject: Skin that weapon =<
Posted by Altzan on Sun, 08 Mar 2009 18:23:27 GMT
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I used an existing Quake2 Blaster Model (with skin) for a weapon replacement (pistol). In Gmax I used 'm' and chose the skin (blaster.bmp) and applied it to the new pistol mesh, and it fit perfectly. I put the W3D's and skin into Data, but... the skin doesn't show. I tried converting the bmp to a .dds (DXT1) but I couldn't apply it in Gmax.

Can anyone help me get this skinned?

File Attachments

1) untitled.JPG, downloaded 646 times

Subject: Re: Skin that weapon =<
Posted by JsxKeule on Sun, 08 Mar 2009 18:35:05 GMT
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try convert the texture to .TGA

Subject: Re: Skin that weapon =<
Posted by Dreganius on Sun, 08 Mar 2009 18:36:24 GMT
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Try Renegade's name for the texture file, which I'm pretty sure is just pistol.dds, for starts.

Subject: Re: Skin that weapon =<
Posted by ErroR on Sun, 08 Mar 2009 18:45:33 GMT
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hehe, i found the q2 pistol some time ago too, wanted to convert it, but once i aplied the texture, saw that it was too ugly

Subject: Re: Skin that weapon =<
Posted by Di3HardNL on Sun, 08 Mar 2009 19:01:42 GMT
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Must have the texture as .dds or .tga format otherwise it won't work

Subject: Re: Skin that weapon =<
Posted by Altzan on Sun, 08 Mar 2009 19:08:30 GMT
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I imported, reapplied the texture that was a .tga, and retried. Same result.

Subject: Re: Skin that weapon =<
Posted by Di3HardNL on Sun, 08 Mar 2009 19:24:22 GMT
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could you upload the gmax scene + tga for it? maybe i can see what the problem is

Subject: Re: Skin that weapon =<
Posted by Altzan on Sun, 08 Mar 2009 19:30:25 GMT

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I'll have to re-import into gmax first, meaning the bones will have to have "Export Geometry" unchecked again.

Here, and thanks for looking at it

File Attachments
1) NewZip.zip, downloaded 107 times

Subject: Re: Skin that weapon =<
Posted by mrÃ£Ã§Ä·z on Sun, 08 Mar 2009 19:49:36 GMT
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Do it work now? when not then i will Unwrap it

Subject: Re: Skin that weapon =<
Posted by Altzan on Sun, 08 Mar 2009 19:52:51 GMT
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madrackz wrote on Sun, 08 March 2009 13:49Do it work now? when not then i will Unwrap it

When I applied it in Gmax, it looked fine, but after export it looked like the screenshot in my first post.

Subject: Re: Skin that weapon =<
Posted by Gen_Blacky on Sun, 08 Mar 2009 21:50:27 GMT
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There was no material applied to the weapon

http://img22.imageshack.us/img22/6820/weeeeeb.jpg

File Attachments
1) Blaster.zip, downloaded 136 times

Subject: Re: Skin that weapon =<
Posted by DeathC200 on Sun, 08 Mar 2009 23:02:22 GMT
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he got it working now it totally looks kick ass

Subject: Re: Skin that weapon =<
Posted by Altzan on Sun, 08 Mar 2009 23:28:46 GMT
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Thanks, man!

Ok, can you tell me in a litle more detail what I did wrong, so I won't do it again? "No material applied to the weapon"?
Thanks again, I appreciate it a lot

EDIT: I tried it ingame, and it's still not showing a skin for me. What the heck is going on

Subject: Re: Skin that weapon =<
Posted by Gen_Blacky on Mon, 09 Mar 2009 00:14:52 GMT
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did you put the texture in your data folder lol, there was no texture applied to the gun all i did was apply the texture and make a few bone corrections.

Subject: Re: Skin that weapon =<
Posted by Altzan on Mon, 09 Mar 2009 00:22:14 GMT
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I put every file (minus the gmax files) into my data folder.
And of course there wasn't a texture applied, I had to re-import the w3d which strips the skin from it.
I'm really confused...

Subject: Re: Skin that weapon =<
Posted by Altzan on Mon, 09 Mar 2009 02:30:22 GMT
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Texturing is my only problem.
This proves it, seeing as how it doesn't use a skin and it works fine.
I'll try making another soon that involves a skin and see if I keep getting the same problem.

File Attachments
1) untitled.JPG, downloaded 467 times

FPS: 21 SFPS: 42 PING
Player 'BarklesSw' joined the game, fighting for team Nod.
i3i killed magicnole.
Host: Altzan should download RenGuard from www.renguard.com!
Host: [BR] Error: A vote is not in progress!
Player 'justu-nin' has left the game.
Team K K/D Money
21x GDI 7 1 0.37
Player K K/D Money
2. Egal1619 0 0.00
3. DaDuKe 1 1.00
4. i2i 0 0.00
6. TheRevvv 1 1.00
8. APOCOLYPV 1 1 1.00
8. MJR26 0 2 0.00
9. Ricardo62 0 0 0.00
9. i3i 2 0 2.00
10. darkgodxv 0 0 0.00
11. FlamingPiss 0 0 0.00
13. W@rp3D 0 1 0.00
13. CaptBlast 0 0 0.00
14. epicelite 0 1 0.00
15. adm120 0 1 0.00
17. darkdragon 1 1 1.00
18. cmarques1 1 2 0.50
19. Caitlynst 0 2 0.00
19. P3NiLe 0 1 0.00
19. GlennDavid 0 1 0.00
19. OneEyedWilly 0 0 0.00
19. *SOC*Arytee 0 0 0.00
Hand of Nod
N
EVA
100
100
Network:
14.62
1.47
Credits: 394
Time Remaining: 00:57:09
100
Automat