
Subject: Switching characters using gmax/renx...
Posted by [ChewML](#) on Thu, 22 Oct 2009 20:51:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

I got the hex editing figured out, but some characters I can't switch like I want due to the number of characters in the files.

Before I delete these programs for the 11th time...

I was wondering if someone might be able to explain how to take character w3d files from Ren and make them work for another.

If someone wants to do one and make SS to show, I would like to see the first havoc replaced with general locke.

I only ask because I figure it would be simple enough since the models, textures, boning, or whatever else is already done.

Here are the files to save time if someone decides to make a nice tutorial or whatever.

hmm... now that I think of it you would prolly only need the locke w3d, but I'll leave the havoc one there just in case or for reference.

File Attachments

- 1) [c_ag_gdi_locke.w3d](#), downloaded 218 times
 - 2) [c_ag_havoc.w3d](#), downloaded 226 times
-

Subject: Re: Switching characters using gmax/renx...
Posted by [ChewML](#) on Fri, 23 Oct 2009 01:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok so I am trying to figure this out...

I downloaded this w3d importer crap, and it seems like it is working... but when I select the files to open they are not showing up in RenX?

Here is the link where I got the importer for reference.

<http://www.the3rdage.net/item-48>

I followed everything it told me to do, I just don't understand why it is not appearing to open the files?

Edit: Maybe this will help explain... It ask me to select w3d to import, I select c_ag_gdi_locke... then it ask for skeleton w3d to import... any suggestions?

Subject: Re: Switching characters using gmax/renx...

Posted by [ErroR](#) on Fri, 23 Oct 2009 12:16:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

it should import, then you have to zoom in

Subject: Re: Switching characters using gmax/renx...

Posted by [ChewML](#) on Fri, 23 Oct 2009 19:33:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

I imported the w_nuke w3d to test... It works.

But like I said, when I try the c_ag_gdi_locke w3d the first box says "import w3d" I select the c_ag_gdi_locke, but then it ask me to select a skelecton w3d? I have tried selecting every other file including selecting the c_ag_gdi_locke twice, but nothing shows up (tried zooming in), and I don't get any error messages either.

What is the skelecton w3d?

Subject: Re: Switching characters using gmax/renx...

Posted by [ChewML](#) on Fri, 23 Oct 2009 20:16:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nevermind about the skeleton file I found it, s_a_human.w3d...

Now when I try to open c_ag_gdi_locke it ask for skeleton, so I select s_a_human... then the skeleton shows up.

How do I get the the rest of what I need together and ready to export/save as the havoc?

I hate to keep asking what some may consider dumb questions, but I have been using google and searching renegadehelp.net, but I am not finding answers.

Subject: Re: Switching characters using gmax/renx...

Posted by [ErroR](#) on Fri, 23 Oct 2009 20:29:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Chew wrote on Fri, 23 October 2009 23:16Nevermind about the skeleton file I found it, s_a_human.w3d...

Now when I try to open c_ag_gdi_locke it ask for skeleton, so I select s_a_human... then the skeleton shows up.

How do I get the the rest of what I need together and ready to export/save as the havoc?

I hate to keep asking what some may consider dumb questions, but I have been using google and searching renegadehelp.net, but I am not finding answers.
need to rebone it, quite easy tho, don't take it as a hard tut
<http://renegadehelp.net/index.php?act=tutorial&id=6108>

Subject: Re: Switching characters using gmax/renx...
Posted by [ChewML](#) on Fri, 23 Oct 2009 22:25:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea, I looked at that tutorial, that is how I figured out the skeleton part... but how do I get the actual model (and texture) to load. All that show up is the skeleton.

Subject: Re: Switching characters using gmax/renx...
Posted by [ChewML](#) on Sat, 24 Oct 2009 01:59:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is where I am now...

I think I am understanding the tutorial for the most part... but where does the texture come in at? In the tutorial the model already has a texture on it. I am not finding how to get it in there.

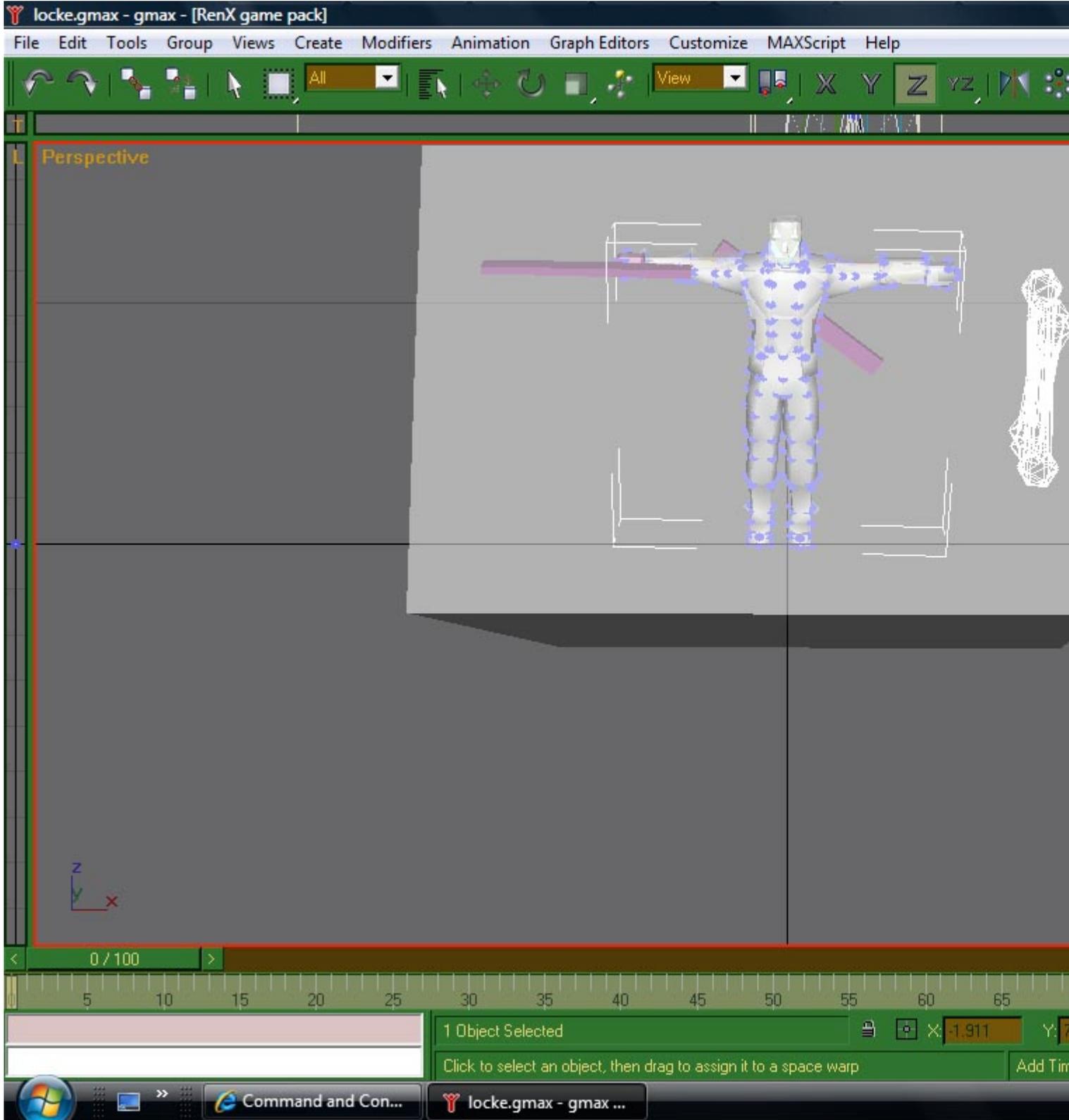
SS for reference

Toggle Spoiler

Scratch all that... In that tutorial they already have the model with a texture on it. How do I get that before the skeleton crap?

File Attachments

1) [whereistexture.jpg](#), downloaded 1223 times



Subject: Re: Switching characters using gmax/renx...
Posted by [ErroR](#) on Sat, 24 Oct 2009 10:12:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

Simply select what you don't need, right click then hide selection. Now skin the character (press M) after that right click again and unhide all.

Subject: Re: Switching characters using gmax/renx...

Posted by [E!](#) on Sat, 24 Oct 2009 11:03:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

you got a major think fault mate.

c_ag_gdi_locke.w3d means it is the Aggregate which was not created in gmax/renx that's why you receive nothing when trying to import into. this file is just the result of linking each w3d files made with renx together to the complete character i.e. you got the head model and the body model and the aggregate will link them together so it is a complete character. you have to open c_ag_gdi_locke in w3d viewer which comes with the renegade public tools then you'll see the aggregate and all hierarchical models that depend to it and their textures.

Subject: Re: Switching characters using gmax/renx...

Posted by [ChewML](#) on Sun, 25 Oct 2009 03:34:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think this problem may be coming from the merge part somehow...

I can't get it to bind with the wrap or however that is put. It only moves the crap that get brought in with the male file that comes with renegade tools...

I have doubles of all the "C" and "K" crap, SS for reference.

Toggle Spoiler

When I merge with the male file I get options not covered in the tutorial (that's why I assume the problem comes from there).

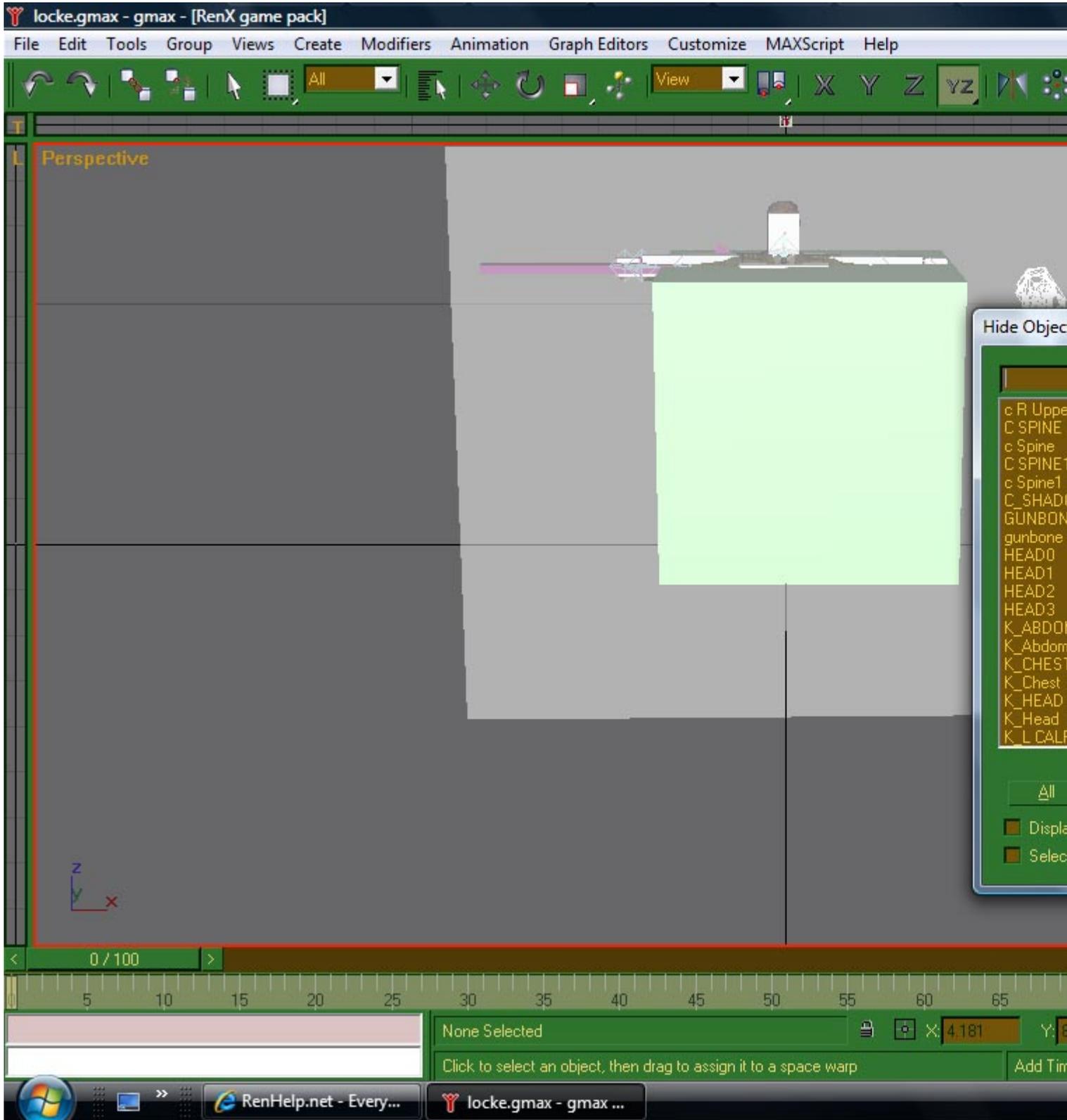
SS of the option boxes not covered in tutorial for reference.

Toggle Spoiler

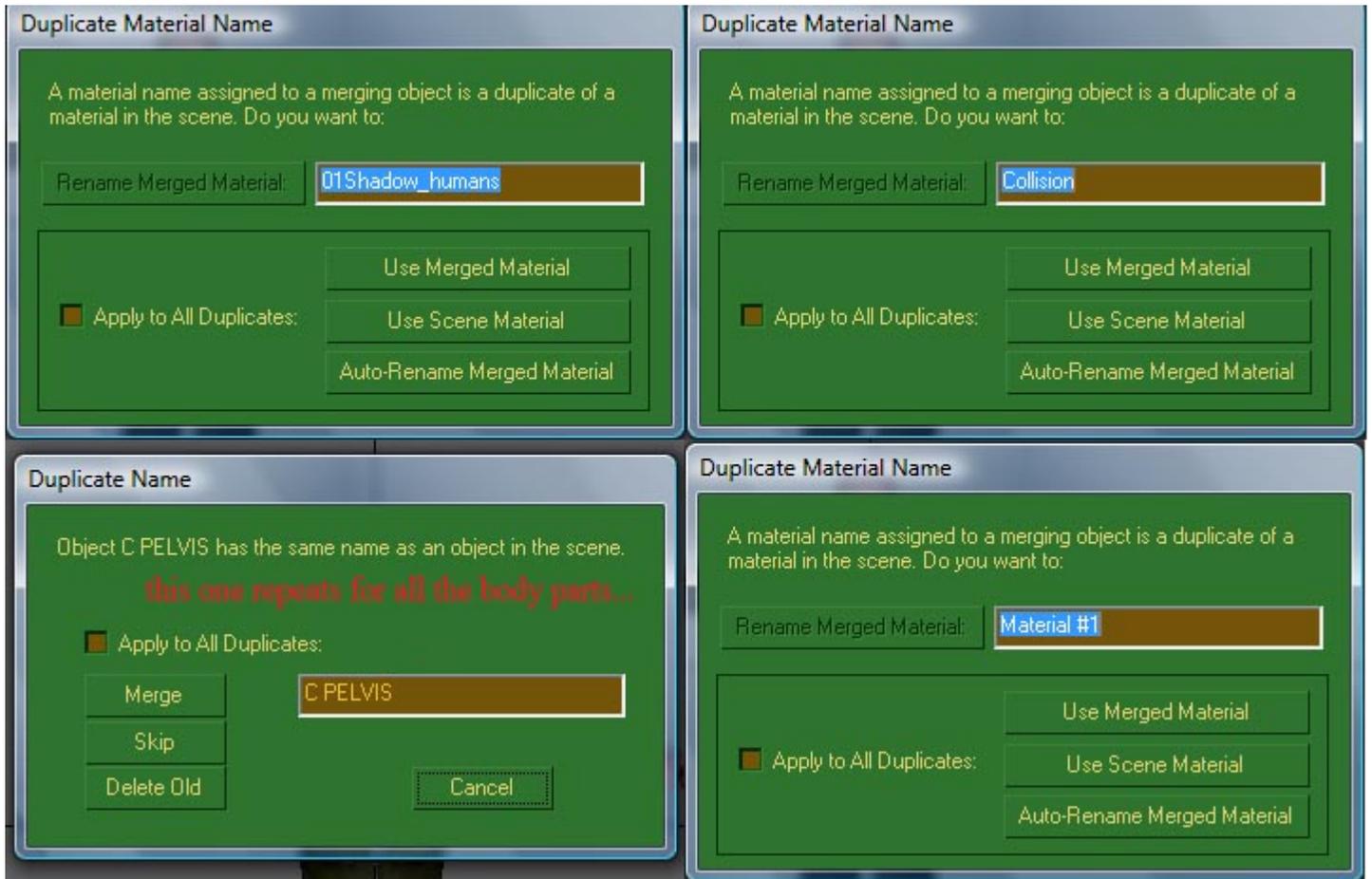
Anyone have any ideas of what is wrong and how to fix this?

File Attachments

1) [ffs.jpg](#), downloaded 1160 times



2) [ffs2.jpg](#), downloaded 1169 times



Subject: Re: Switching characters using gmax/renx...

Posted by [ErroR](#) on Sun, 25 Oct 2009 16:29:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

oh crap, E! Is right. I forgot :s import Locke_I0 and export as c_ag after boning

Subject: Re: Switching characters using gmax/renx...

Posted by [ChewML](#) on Sun, 25 Oct 2009 17:58:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Sun, 25 October 2009 17:29oh crap, E! Is right. I forgot :s import Locke_I0 and export as c_ag after boning

Yea, I started using the locke_10... but when it is all lined up I can't it to bind right? See the post 2 above for the SS.

Subject: Re: Switching characters using gmax/renx...

Posted by [ErroR](#) on Sun, 25 Oct 2009 18:00:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

you have to import it using the existing skeleton, then delete EVERYTHING except the body and the head (it's separate on some models) then merge with Male.gmax

Subject: Re: Switching characters using gmax/renx...

Posted by [ChewML](#) on Sun, 25 Oct 2009 18:04:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Sun, 25 October 2009 19:00 you have to import it using the existing skeleton, then delete EVERYTHING except the body and the head (it's separate on some models) then merge with Male.gmax

I think I may have tried this already, but when I merged it seemed like it all came back giving me doubles again? I'll try again here in a few mins to make sure.

Edit: tried it a couple more times... still coming up with doubles when merged.

Subject: Re: Switching characters using gmax/renx...

Posted by [Jerad2142](#) on Mon, 26 Oct 2009 14:13:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

When you import a character into Gmax, it takes that character and ALL of its lod models, and ports them in as well, hints why you get multiple of each bone type.

Subject: Re: Switching characters using gmax/renx...

Posted by [ChewML](#) on Mon, 26 Oct 2009 14:51:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Mon, 26 October 2009 08:13 When you import a character into Gmax, it takes that character and ALL of its lod models, and ports them in as well, hints why you get multiple of each bone type.

I only get one set when I import the w3d, then I delete them... but then when I merge them with the male.gmax I get doubles again?

How should I fix this to where I only get one set that will bind to the cross bone and move with the animation?

Subject: Re: Switching characters using gmax/renx...

Posted by [ErroR](#) on Thu, 29 Oct 2009 10:33:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Chew wrote on Mon, 26 October 2009 16:51 Jerad Gray wrote on Mon, 26 October 2009 08:13 When you import a character into Gmax, it takes that character and ALL of its lod models, and ports them in as well, hints why you get multiple of each bone type.

I only get one set when I import the w3d, then I delete them... but then when I merge them with the male.gmax I get doubles again?

How should I fix this to where I only get one set that will bind to the cross bone and move with the animation?
are you sure you didn't accidentally save overwritten male.gmax? because i do it all the time and it worked

Subject: Re: Switching characters using gmax/renx...
Posted by [ChewML](#) on Thu, 29 Oct 2009 16:50:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Thu, 29 October 2009 10:33 Chew wrote on Mon, 26 October 2009 16:51 Jerad Gray wrote on Mon, 26 October 2009 08:13 When you import a character into Gmax, it takes that character and ALL of its lod models, and ports them in as well, hints why you get multiple of each bone type.

I only get one set when I import the w3d, then I delete them... but then when I merge them with the male.gmax I get doubles again?

How should I fix this to where I only get one set that will bind to the cross bone and move with the animation?
are you sure you didn't accidentally save overwritten male.gmax? because i do it all the time and it worked

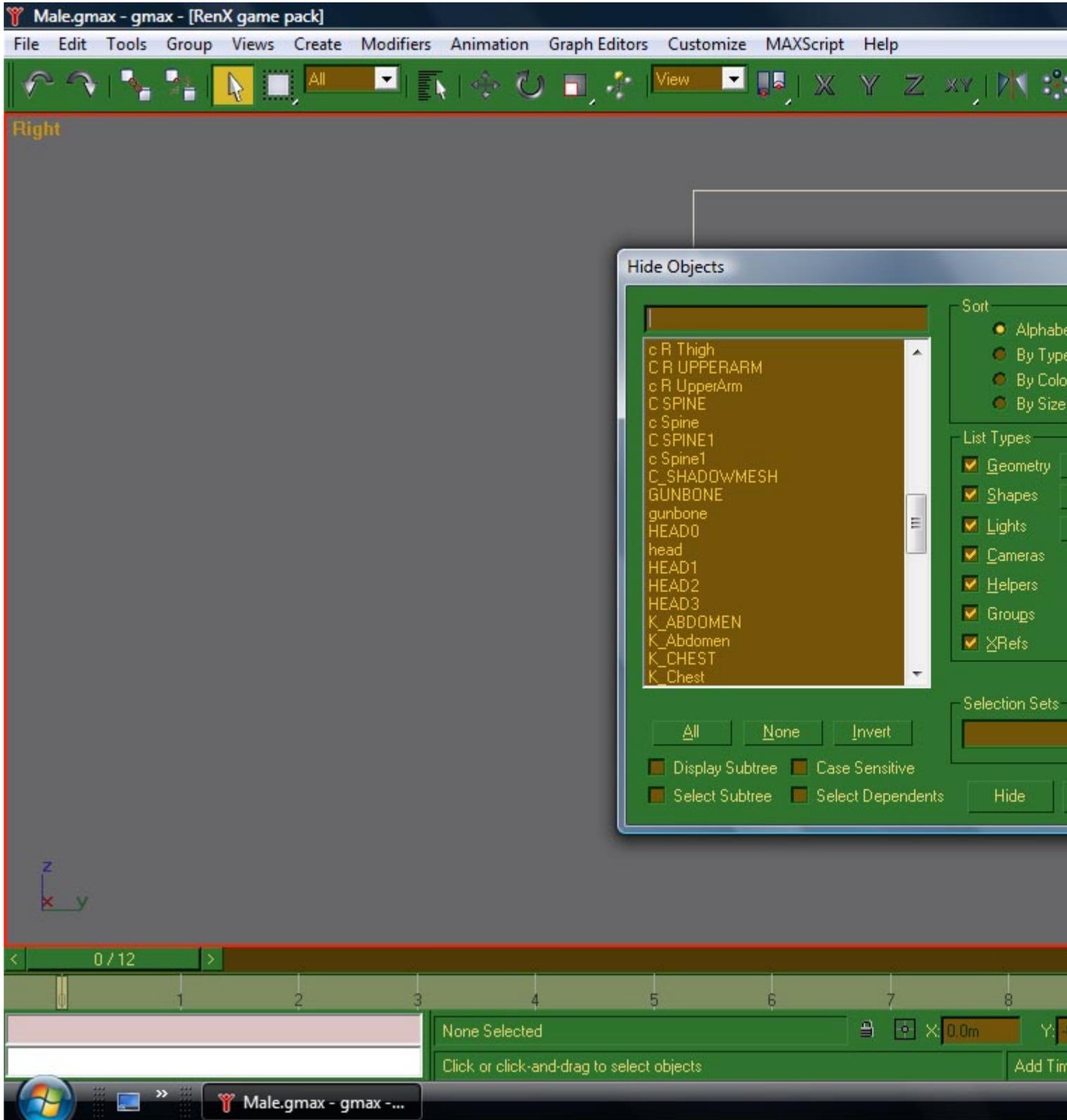
Could you post the male.gmax file for me to download to make sure it is the right one? I don't really wanna go download the whole Renegade tools just for one file...

Edit: I open the male.gmax by itself and sure enough there are doubles....

Toggle Spoiler

File Attachments

1) [malegmax.jpg](#), downloaded 1057 times



Subject: Re: Switching characters using gmax/renx...
Posted by [Gen_Blacky](#) on Fri, 30 Oct 2009 05:37:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

the doubles is the hlod

Subject: Re: Switching characters using gmax/renx...
Posted by [ErroR](#) on Mon, 02 Nov 2009 18:32:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Fri, 30 October 2009 07:37the doubles is the hlod

I never seemed to get that :s and sorry chew, I don't have Internet

Subject: Re: Switching characters using gmax/renx...
Posted by [ChewML](#) on Mon, 02 Nov 2009 20:09:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Mon, 02 November 2009 12:32Gen_Blacky wrote on Fri, 30 October 2009 07:37the doubles is the hlod

I never seemed to get that :s and sorry chew, I don't have Internet

In the tutorial SS it didn't show doubles with the merge part?

Anyways due to my laptop having a short in the charger plug... I am not able to work on it. I am currently using my GF's laptop and she don't want me cluttering it with programs and files like mine was...
