Subject: Civilian Characters
Posted by zunnie on Wed, 20 Jan 2010 01:27:01 GMT
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Does anyone know how i can figure out what Skin/Texture files a
civilian character uses?

I opened the W3D in W3D Viewer but it doesnt seem to contain any
useful information about it.

I'd like to use them in a Mission i am working on for APB.

The presets im interested in are these:
Object->Soldier->Soldier_Prestes->Civilian->Clergy->Nun
Object->Soldier->Soldier_Prestes->Civilian->Clergy->Priest
Object->Soldier->Soldier_Prestes->Civilian->Generic_Civilians->Civ_Female_v0a
Object->Soldier->Soldier_Prestes->Civilian->Generic_Civilians->Civ_Male_v3a

Thanks for any help

Greetz zunnie

Subject: Re: Civilian Characters
Posted by Canadacdn on Wed, 20 Jan 2010 03:16:45 GMT
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W3D viewer should tell you which texture files you need. Just open the W3D file and click
"materials" on the left. That should list all the textures used on that W3D model.

Subject: Re: Civilian Characters
Posted by zunnie on Wed, 20 Jan 2010 07:56:50 GMT
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I tried that, it doesn't show anything useful at all :/

Subject: Re: Civilian Characters
Posted by Canadacdn on Wed, 20 Jan 2010 23:08:43 GMT
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zunnie wrote on Wed, 20 January 2010 01:56I tried that, it doesn't show anything useful at all :/

Try extracting the W3D model of the civilian without LOD. For example, it would look like this:
c_civf_l0.w3d