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Subject: Renegade infantry model source files and infantry LOD

Posted by [jonwil](#) on Fri, 30 Nov 2018 23:15:27 GMT

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Are the source files (.max/.gmax) to any infantry models (not the 2 in the Renegade SDK which clearly aren't the same actual source files used to produce infantry for the game and not things created by 3rd parties but actual original files used in the game either final or beta) available anywhere or were any such files released by Westwood (or leaked or whatever) at any point?

Also does anyone know if there is any information out there on how infantry models with LOD are made (not just the generic LOD tutorials but something that shows how Westwood did LOD for the infantry specifically)

EDIT:

I checked <https://github.com/Ericson2314/Renegade-Beta-Assets> and there are no such files (there are re-creations of old beta infantry and things but no actual complete infantry source files that came from Westwood)

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Subject: Re: Renegade infantry model source files and infantry LOD

Posted by [Mauler](#) on Sat, 01 Dec 2018 07:47:02 GMT

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Sadly there isn't anything available , I too once tried to locate them.

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Subject: Re: Renegade infantry model source files and infantry LOD

Posted by [jonwil](#) on Sat, 01 Dec 2018 10:14:43 GMT

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It seems like infantry and first person hands are the pretty much the only things we dont have proper complete examples of. We have examples of all the parts of a building (exteriors, interiors, elevators, doors etc). We have examples of maps (i.e. Hourglass). We have examples of vehicles. We have examples of props (plenty of things in the buildings zip that could be classed as props if nothing else). I think we even have an example of a weapon somewhere (although IIRC there are questions about whether that weapon example is complete with all the animations or not)

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Subject: Re: Renegade infantry model source files and infantry LOD

Posted by [Jerad2142](#) on Fri, 07 Dec 2018 16:13:31 GMT

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Is there any specific reason why we're interested in the first person hands? There is nothing really special about them tbh, they just bind to the f\_skelton which has the job of "holding" the gun and clip. Besides that its just a normal wwskin bind.

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Subject: Re: Renegade infantry model source files and infantry LOD  
Posted by [Gen\\_Blacky](#) on Fri, 07 Dec 2018 20:33:09 GMT  
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I have some examples of lod and hands i will try to find them.

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Subject: Re: Renegade infantry model source files and infantry LOD  
Posted by [jonwil](#) on Sun, 09 Dec 2018 15:13:26 GMT  
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Gen\_Blacky wrote on Sat, 08 December 2018 06:33I have some examples of lod and hands i will try to find them.

Please do let me know if you find any actual infantry source files from Westwood (not things created by 3rd parties that are probably not made the way Westwood did it and not the useless files from the SDK that clearly aren't made the way Westwood produced the infantry in the actual game)

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