

## A5 GameStudio MDL export tutorial.

I always save models at different stages while I build just in case I mess up one so bad I can at least come back to where I was before I messed up, just a thought for advise for us beginners.

If you do not know how to map out a Skin in MilkShape you need to look at the tutorials below'

There is a lot more to it than just loading a skin texture.

For skinning and bones for animating I used these two tutorials located at:

[www.machinima.com/articles/modeling\\_intro\\_index/](http://www.machinima.com/articles/modeling_intro_index/)

[www.planetquake.com/polycount/resources/halfife/tutorials.shtml](http://www.planetquake.com/polycount/resources/halfife/tutorials.shtml)

it will save you a lot time if you print them out for reference.

In fact while your at it print this one also. \*S\*

\*\*\*\*\*IF YOU HAVE MORE THAN ONE GROUP\*\*\*\*\*

After you have mapped all the different groups of your model, head, chest, arms and so forth.

Before exporting as an A5 MDL choose select all from the edit dropdown list and regroup

All the groups into 1 group, otherwise some panels may not show up in A5.

\*\*\*\*REMEMBER\*\*\*\*

To save the model so it has all your separate groups, so after grouping all to one group save it with

A different name so if it didn't get skinned quite right you won't have to go through the process of

Making all the different groups again.

\*\*\*\*\* GUN LAYOUT \*\*\*\*\*

Here are the layout views that show the position of a gun designed in MilkShape.

Having your gun barrel pointed in these directions make the gun pointing straight ahead when the player picks it up.

Notice where the center of the barrel is, this is where you will call your muzzle\_vert shooting position for WED.

And once again notice how many grid squares there are in this side view.

Between 4 and 5 grid squares will give you the length of a normal rifle.

If you view the models skin in MED (there is really no need to ) it will be upside down.

This is supposed to be fixed in next ms3d update, not that it matters.

\*\*\*\*\* CHANGING SKINS \*\*\*\*\*

Here is an example of a human that when he gets shot the first time  
He changes to a werewolf and starts his attack then at death  
he changes back to his human form.

You can change the "(my.\_health<=x)" to suit your needs.

```
//////////
```

```
ACTION man_wolf
```

```
{
```

```
MY._FORCE = 1;
```

```
MY._HEALTH = 125;
```

```
MY._FIREMODE = DAMAGE_SHOOT+FIRE_PARTICLE+0.1;
```

```
anim_init();
```

```
actor_fight();
```

```
change_skn(); //this calls for diffent skins in qc file
```

```
}}
```

```
//////////
```

```
function change_skn()
```

```
{
```

```
while(me)
```

```
{
```

```
if (my._health<=125){my.skin = 1;}// human skin
```

```
if (my._health<=120){my.skin = 2;}// wereqwolf skin
```

```
if (my._health<=90){my.skin = 3;}// werewolf with blood
```

```
if(my._health<=50) {my.skin = 4;}// werewolf more damaged
```

```
if(my._health<=10) {my.skin = 1;}// back to human and lays dead
```

```
wait(1);
```

```
}}
```

```
//////////
```

Also for this particular model in order to change to skin1 while running the dying frames  
you need to edit the "war.wdl" template by canceling out the (MY.\_I\_COWARDICE == 0)  
statements.

```
//////////
```

```
"war.wdl"
```

```
//////////
```

```
function state_wait()
```

```
{.....
```

```
// init values here for backwards compatibility
```

```
// if(MY._I_COWARDICE == 0)
```

```
// { MY._I_COWARDICE = 30; } // use default cowardice
```

```
these two statements.
```

```
.....
```

```
.....
```

```
}
```

```
//////////
```

I would like to thank Keith aka Ambit,

for his help on getting me started with this code snippet for the skin change.

A big THANK YOU to MilkShape 3D for this model editor