Switching Weapons from One Mesh to Another with NifSkope

Things you need:

- 1.) Freedom Force vs the 3rd Reich.
- 2.) NifSkope: <u>http://sourceforge.net/projects/niftools/files/nifskope/1.1.3/</u>
- 3.) A Graphics Program, in this case, PaintDotNet: http://www.getpaint.net/
- 4.) The "Crossbones_Skope" by Murs47: <u>http://forceofparadox.byethost31.com/murs47.html?ckattempt=1</u>
- 5.) The "Punisher_TJ" Mesh by Texas Jack: <u>https://groups.yahoo.com/neo/groups/TexasJackMeshes/info</u>
- 6.) The "EZ NIF Converter 2.0" from Alex's Freedom Fortress: <u>http://www.alexff.com/goodies.php</u>

The Purpose of this Tutorial is to demonstrate how to copy a Weapon from one Mesh, and then to use that Weapon to replace the Weapon on another Mesh.

In this example, one thing you will need to notice, is that Murs47's "Crossbones_Skope" is only for "Freedom Force Vs the 3rd Reich", so you will need to make sure that Texas Jack's "Punisher_TJ" Mesh has been converted for FFvt3R before you start.

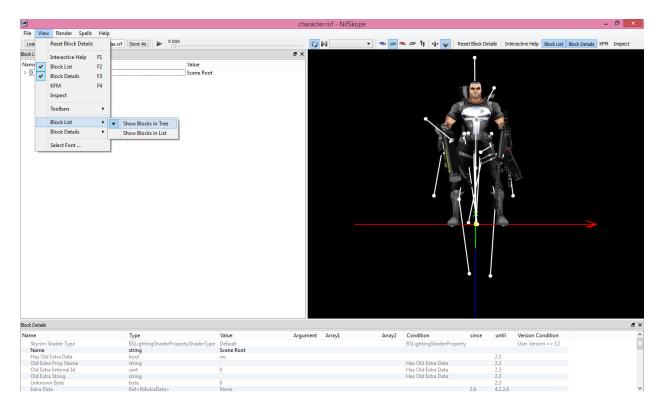
As with everything I do, this may seem like a lot of Steps, and it might look like a lot of work, but to be honest, I just want to break things down to try and make this easier for others to understand, especially for those who are not as familiar with NifSkope. It's alright if you are not an expert with NifSkope, I'm going to try to be as thorough as possible to make sure everyone is able to follow along.

Now, my **#1 Rule**, before we get started, is that anytime you are planning on making changes to any File, **BACK-UP YOUR WORK FIRST**. I really cannot tell you enough how important that is.

Also note, I use the Disk Version of the Game, and am running Windows 8.1. This may mean that my File Paths might be different from yours, if so, feel free to ask at **Freedom Reborn**, someone there can help you find out where your Game's File Paths are.

First, Copy your "Punisher_TJ" Mesh and re-name it to something new. For this example, I will re-name the Copy to "Punisher_TJ_With_Crossbow" (You can always re-name it to something else). Then you need to back up both Meshes that you will be working with. For the most part, you will be working in the "Block List" Section of NifSkope.

Next, open up your "Punisher_TJ_With_Crossbow" Mesh with NifSkope. Then, go to: View > Block List > Show Blocks in Tree



Now, open up a New NifSkope Window.

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In the New NifSkope Window, open up the "Crossbones_Skope" by Murs47.

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In your New NifSkope Window, go to: View > Block List > Show Blocks in Tree

In the NifSkope Window with Murs' "Crossbones_Skope", Left Click on the Crossbow that you want to add to the "Punisher_TJ" Mesh. You will see the "Tree" on the left Branch out, and the "141 NiTriShape - Editable Mesh_12" will be High Lighted.

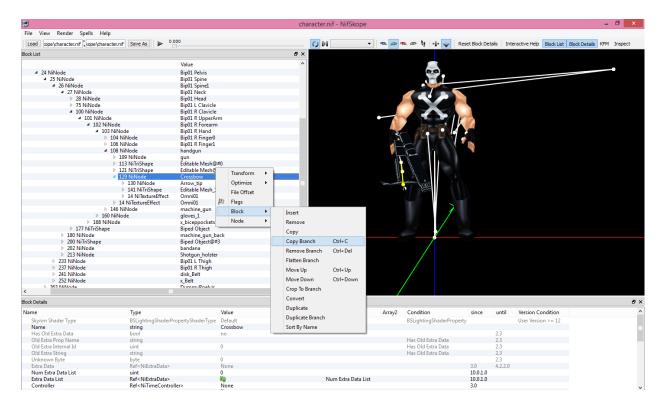
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However, we want the actual "Crossbow", which, in this case, is "129 NiNode".

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Normally, we would look for, and most likely even remove, the "NiSkinInstance" of the Mesh Piece, but fortunately, the "Crossbow" does not have a "NiSkinInstance". So we can skip that Step.

Now, you will need to Right Click on the "Crossbow" (129 NiNode): Click on: Block > Copy Branch



Now go to your NifSkope Window that has your "Punisher_TJ_With_Crossbow" Mesh open in it, and find the Weapon that you want to replace. In this case, it is the "Pistol", which is the "128 NiNode".

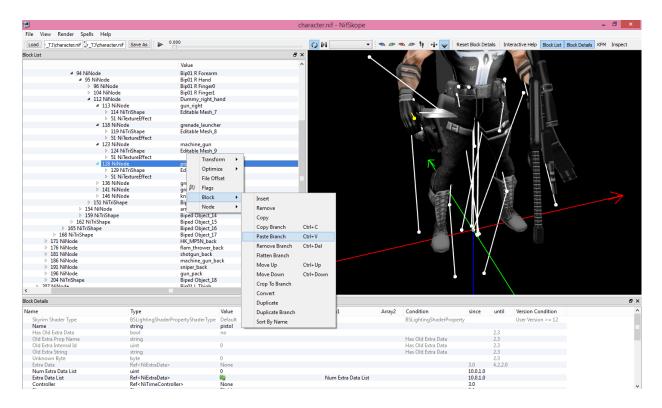
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Because there are so many Weapons on the "Punisher_TJ" Mesh, this may be a bit difficult to work with. If this is the case, you could temporarily "Hide" the other Weapons in the Mesh's Right Hand.

- Right Click on the "Gun Right" (114 NiTriShape Editable Mesh 7) Click on: Flags > Hidden > Accept
- Right Click on the "Grenade Launcher" (119 NiTriShape Editable Mesh 8)
 Click on: Flags > Hidden > Accept
- Right Click on the "Machine Gun" (124 NiTriShape Editable Mesh 9) Click on: Flags > Hidden > Accept
 - **IMPORTANT:** These pieces have only been hidden and are still part of the Mesh, and all of these can be unhidden after the "Crossbow" has been placed. (I only specify this because someone had previously been less than nice to me for doing this. They did not understand the difference between "Hiding" a Mesh Piece, and "Removing" a Mesh Piece).

But, back on track.

You have already copied the "Crossbow" (129 NiNode) from the "Crossbones_Skope". So now you want to Right Click on the "Pistol" (128 NiNode) on the "Punisher_TJ_With_Crossbow" Mesh. Click on: Block > Paste Branch



As you can see, the "Crossbow" attaches in an awkward position, but it's not too difficult to fix.

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Now you need to Right Click on the Physical Mesh Piece of the "CrossBow" (154 NiTriShape – Editable Mesh_12). Click on: Transform > Edit

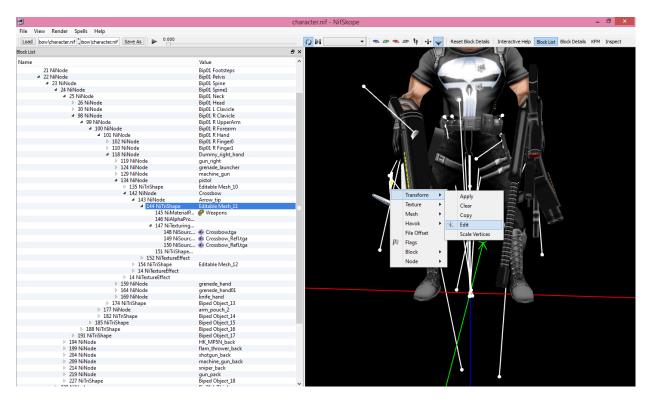
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This is pretty much trial and error, so to save you time, I've included the values that I entered.

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While it's a bit difficult to see, there is also an "Arrow_Tip" for the "Crossbow".

You will want to Right Click on the Physical Mesh Piece of the "Arrow_Tip" (144 NiTriShape – Editable Mesh_11). Click on: Transform > Edit



Again, this is pretty much trial and error, so to save you time, I've included the values that I entered.

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Now you need to hide the "Pistol" that you had pasted the "Crossbow" onto.

Right Click on the "Pistol" (135 NiTriShape – Editable Mesh_10)
 Click on: Flags > Hidden > Accept

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Now you need to give your new "Crossbow" a Texture or Skin.

Right Click on the Physical Mesh Piece of the "CrossBow" (154 NiTriShape – Editable Mesh_12).
 Click on: Texture > Export Template

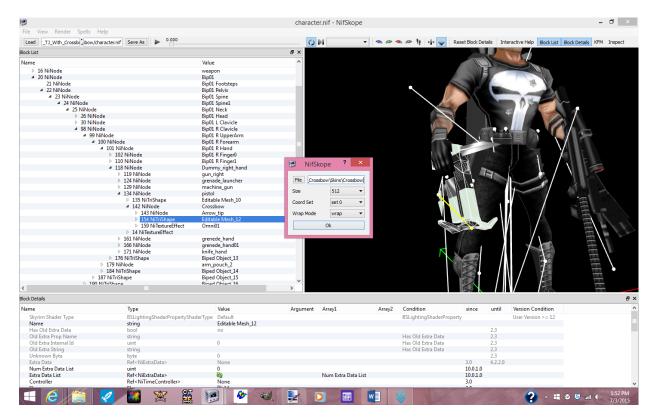
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Controller	Ref <nitimecontroller></nitimecontroller>	None				3	3.0		

You will need someplace for your Texture Template to go, for me, it's here:

C:\Program Files (x86)\Irrational Games\Freedom Force vs The 3rd Reich\Custom\Art\library\characters\Punisher_TJ_With_Crossbow\Skins

• Depending on your version of the Game, Windows, Etc., your Path may be different.

You may want to label your Texture "Crossbow", just so that it is easier to keep track of.



In the little Pink Box, in the line that says "File", you should have the following:

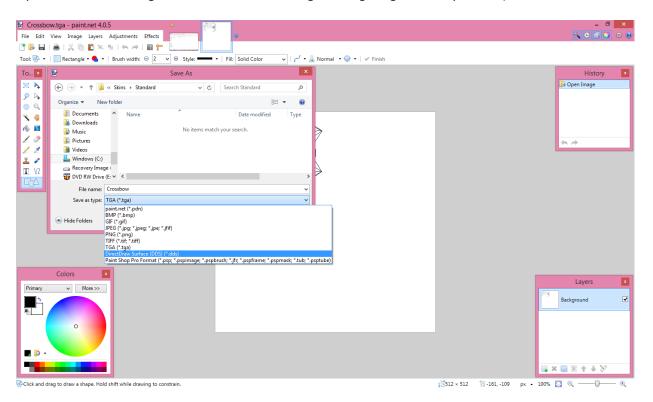
C:\Program Files (x86)\Irrational Games\Freedom Force vs The 3rd Reich\Custom\Art\library\characters\Punisher_TJ_With_Crossbow\Skins\Crossbow

• Or, whatever Path suits your need.

This will place a (.TGA) WireMap for your "Crossbow" in the Skins Folder for your "Punisher_TJ_With_Crossbow" Skope.

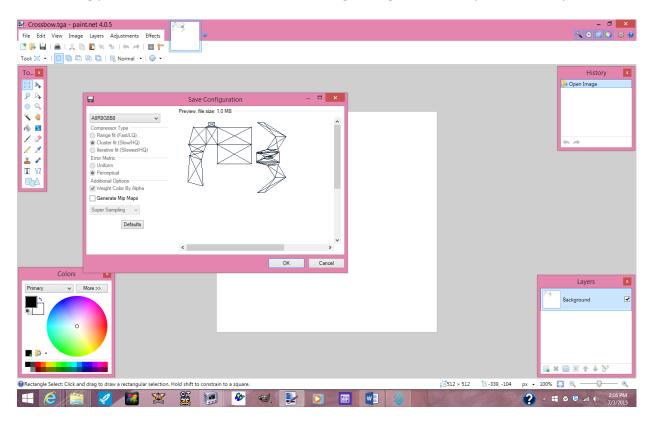
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Open the "Crossbow.tga" File with whatever Image Editing Program that you use (For me, it is PaintDotNet).



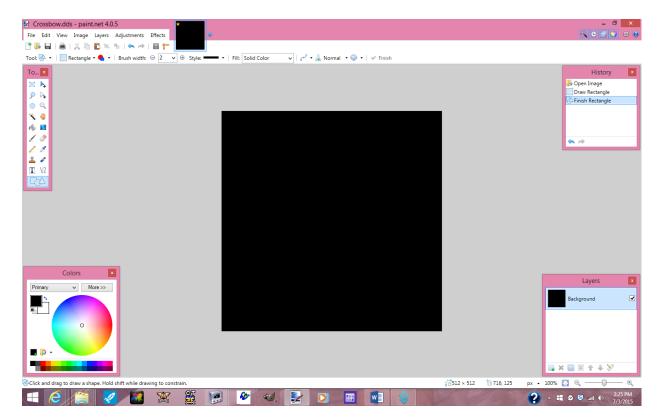
You will want to save this File as a (.DDS) File in the Standard Skin Folder.

When saving your File as a (.DDS) File, use the following Settings, otherwise, your Game may crash.

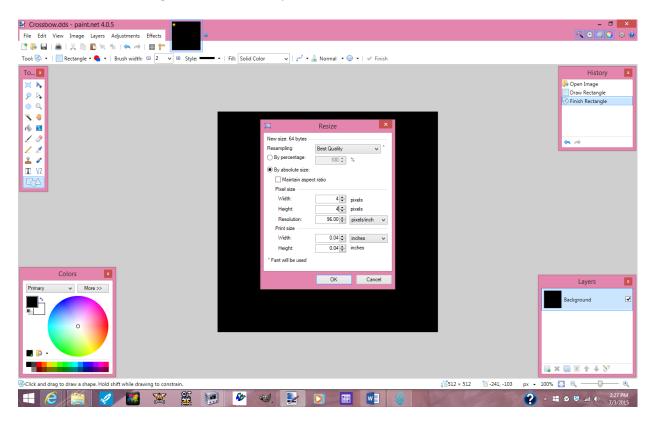


I know it is difficult to see, but the (.DDS) setting is "A8R8G8B8"

While you have the "Crossbow.dds" File open in your Image Editing Program, color the entire Image solid Black.



(This is optional) Until/Unless you have a use for a (Crossbow_Refl) or (Crossbow_Glow) File, you could resize the File to "Width = 4" and "Height = 4", otherwise, you could leave the size alone.



After altering the Color to a solid Black, and resizing the File to 4x4, then you want to save 2 copies of the File into your Standard Skin Folder. The First as "Crossbow_Refl", and the Second as "Crossbow_Glow".

Now you need to make sure that your Skope acknowledges the "Crossbow" Textures.

Click on the Physical Mesh Piece of the "CrossBow" (154 NiTriShape – Editable Mesh_12).

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Open up that Branch (154 NiTriShape – Editable Mesh_12), and find the (157 NiTexturingProperty).

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Once you have found the (157 NiTexturingProperty), Click on it to open the Branch. This will show you the Art Files, or Textures, that are associated with the "Crossbow".

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In this case, they are: "Weapons.dds", "Weapons_Refl.dds", and "Weapons_Glow.dds". We are going to change that. There will also be some sort of "Lightmap" type File associated with the "Crossbow", but we will get to that later too.

If you remember, we created files in the Standard Skin Folder titled: "Crossbow.dds", "Crossbow_Refl.dds", and "Crossbow_Glow.dds". Now we want to make sure that the "Crossbow" Mesh Piece links to those Files.

Double Click on (148 NiSourceTexture – Weapons.dds).

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Change "Weapons.dds" to "Crossbow.tga".

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Extra Data	Ref <niextradata></niextradata>	None					3.0	4.2.2.0		
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Continue this for the (_Refl) and the (_Glow) Textures.

Double Click on (149 NiSourceTexture – Weapons_Refl.dds), and change "Weapons_Refl.dds" to "Crossbow_Refl.tga".

Double Click on (150 NiSourceTexture – Weapons_Glow.dds), and change "Weapons_Glow.dds" to "Crossbow_Glow.tga".

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Next...The Lightmap!

Now, I know that this next Step sounds pointless, but it's pretty much a habit for me. Save your work and close NifSkope.

Now re-open your "Punisher_TJ_With_Crossbow" Skope in NifSkope.

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You now have a nice, clean Window to finish your work in.

Now open your (0 NiNode – Scene Root).

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Now open your (382 NiNode – OmniO1). Take note of the number right underneath of that, the (14 NiTextureEffect), as you will need that number again.

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Click on your "Crossbow" to open up your Branches, and High Light the (142 NiNode – Crossbow). Keep this High Lighted, and go to your "Block Details", from there, scroll down to "Effects".

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4 99 1	NiNode	Bip01 R UpperArm					the state				
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	▲ 101 NiNode	Bip01 R Hand						A COL			
	102 NiNode	Bip01 R Finger0				21					
	110 NiNode	Bip01 R Finger1				2	15 1 1 1 1				
	4 118 NiNode	Dummy_right_hand									
	119 NiNode	gun_right				2.2	ATT.	315			
	124 NiNode	grenade_launcher									
	129 NiNode	machine_gun				S. N. J.		8 .			
	▲ 134 NiNode	pistol					- 11				
	135 NiTriShape	Editable Mesh_10					1				
	4 142 NiNode	Crossbow					4 M	E.			
	143 NiNode	Arrow_tip				(8		100			
	154 NiTriShape	Editable Mesh_12				dia ta					
	159 NiTextureEffect	Omni01				100	A A	12			
	14 NiTextureEffect						1/1	Beer a			
	161 NiNode	grenede_hand					444				
	166 NiNode	grenede_hand01									
	171 NiNode	knife_hand									
	176 NiTriShape	Biped Object_13									
	179 NiNode	arm_pouch_2									
	184 NiTriShape	Biped Object_14									
	187 NiTriShape	Biped Object_15									
	NiTriShape	Biped Object_16					•	5			
193 NiT		Biped Object_17									
196 NiNode		HK_MP5N_back									
201 NiNode		flam_thrower_back									
206 NiNode 211 NiNode		shotgun_back machine.cup.back	~								
	_		>								
ock Details											ć
ame	Туре	Value	Argument	Array1	Array2	Condition	since	until	Version Condition		
Properties	Ref <niproperty></niproperty>	82	-	Num Properties					((Version < 20.2.0.7)		
Unknown 1	uint			4				2.3	((- 2. Sient - Leizien/ Jin		
Unknown 2	byte	0						2.3			
Has Bounding Box	bool	no					3.0	4.2.2.0			
Bounding Box	BoundingBox					Has Bounding Box	3.0	4.2.2.0			
Collision Object	Ref <nicollisionobject></nicollisionobject>	None					10.0.1.0				
Num Children	uint	2					20101210				
Children	Ref <niavobject></niavobject>	69		Num Children							
Num Effects	uint	1									
Effects	Ref <nidynamiceffect></nidynamiceffect>	ŝ.		Num Effects							
Effects	Ref <nidynamiceffect></nidynamiceffect>	(2 159 (Omni01)									

The High Lighted Line says "159 (Omni01)". This is where the (14 NiTextureEffect) is needed. Double Click on the "159", and then replace it with the "14".

Save the Skope, and you will notice that a new line has appeared. Right Click on this line: Click on: Block > Remove Branch

			charac	ter.nif - NifSkope					_ 8 ×
File View Render Spells Help									
Load bow\character.nif bow/character.	nif Save As		0	- 14	A A	👁 🖣 🕂 🥃 F	eret Block Details	Interactive Help Block List	Plack Dataila KEM Inspect
	nit Save As						caet block betalla	Interactive help block est	block Details 10111 Inspect
Block List			8 ×				•		
		Value							
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NiTextureEffect		Omni01	Transform +				-		
			File Offset				1		
			Block >	Insert					
			Node +	1					
			Node	Remove					
				Сору					
				Copy Branch	Ctrl+C				
				Remove Branch	Ctrl+Del				
				L					
				Move Up	Ctrl+Up	11	ET TI		
				Move Down	Ctrl+Down				
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				Duplicate		1			
				Duplicate Branch					
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Block Details									₽×
Name	Туре	Value	Argument	Array1	Array2	Condition	since ur	til Version Condition	^
Properties	Ref <niproperty></niproperty>	69		Num Properties				((Version < 20.2.0.7)	
Unknown 1	uint			4			2.3		
Unknown 2	byte	0					2.3		
Has Bounding Box	bool	no						2.2.0	
Bounding Box	BoundingBox					Has Bounding Box	3.0 4.2	2.2.0	
Collision Object	Ref <nicollisionobject></nicollisionobject>	None					10.0.1.0		
Switch State	bool	no					10.1.0.106		
Num Affected Node List Pointers	uint	0					4.0	0.0.2	
Num Affected Nodes	uint	0		Num Affected M.			10.1.0.0	0.0	
Affected Node List Pointers	uint Ref <niavobject></niavobject>	89		Num Affected Node				0.0.2	
Affected Nodes	rer< iniA/Object>	S2		Num Affected Nodes			10.1.0.0		U

As a reminder, go back and unhide the other Weapons that are in the Right Hand. Save the Skope, and you should be good to go.