

# Switching Weapons from One Mesh to Another with NifSkope

## Things you need:

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

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 3<sup>rd</sup> 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.

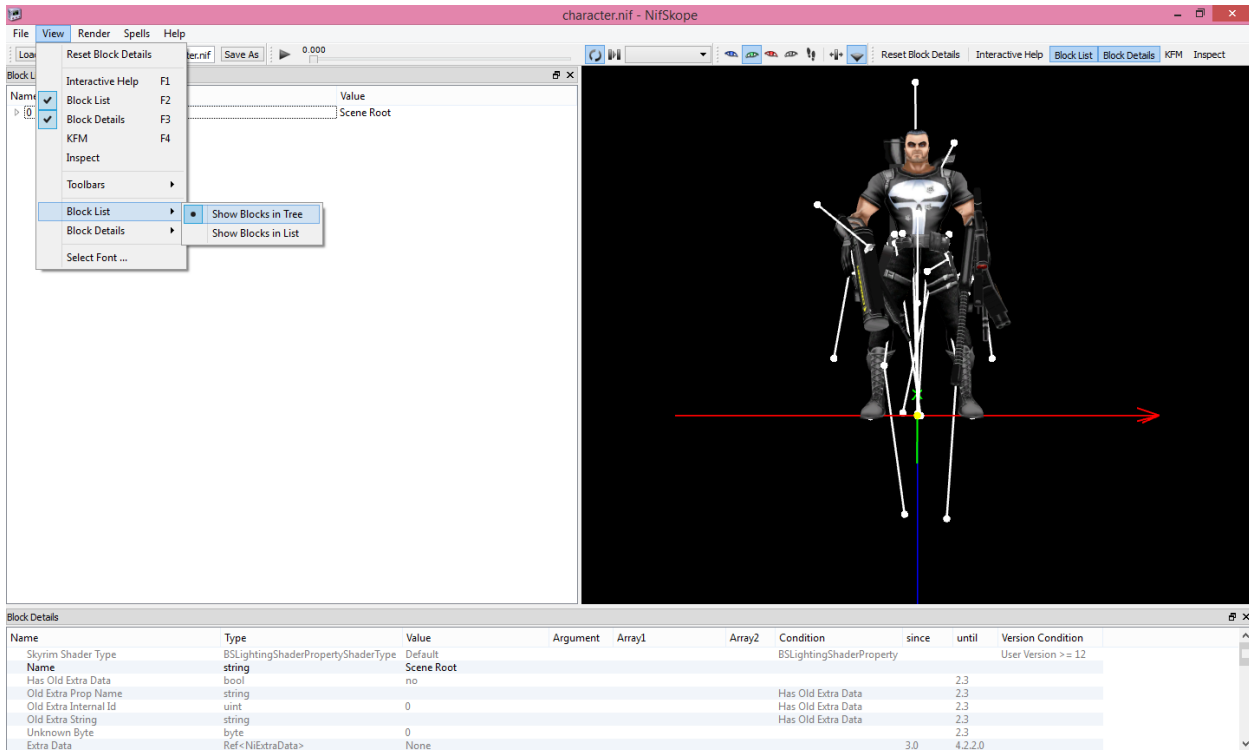
Now, my **#1 Rule**, before we get started, is that anytime you are planning on making changes to any File, **BACK-UP YOUR WORK FIRST**. I really cannot tell you enough how important that is.

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.

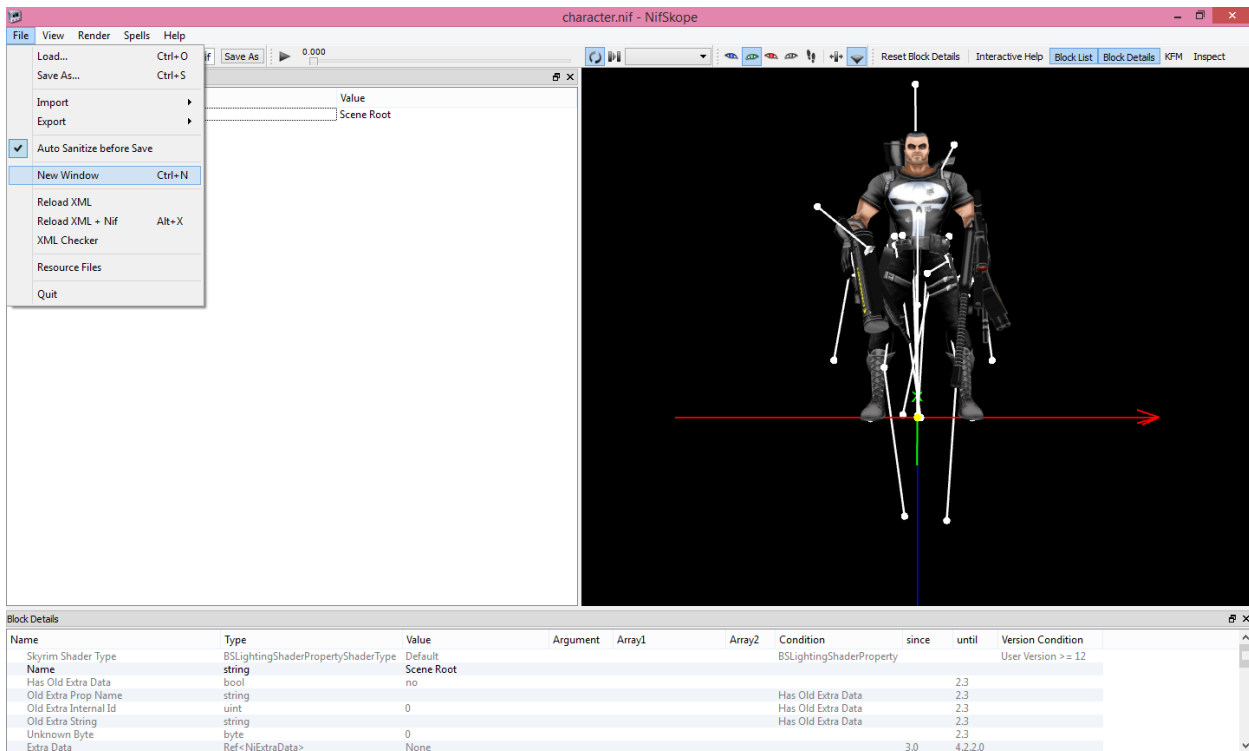
First, Copy your “Punisher\_TJ” Mesh and re-name it to something new. For this example, I will re-name the Copy to “Punisher\_TJ\_With\_Crossbow” (You can always re-name it to something else). Then you need to back up both Meshes that you will be working with. For the most part, you will be working in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

Next, open up your “Punisher\_TJ\_With\_Crossbow” Mesh with NifSkope.

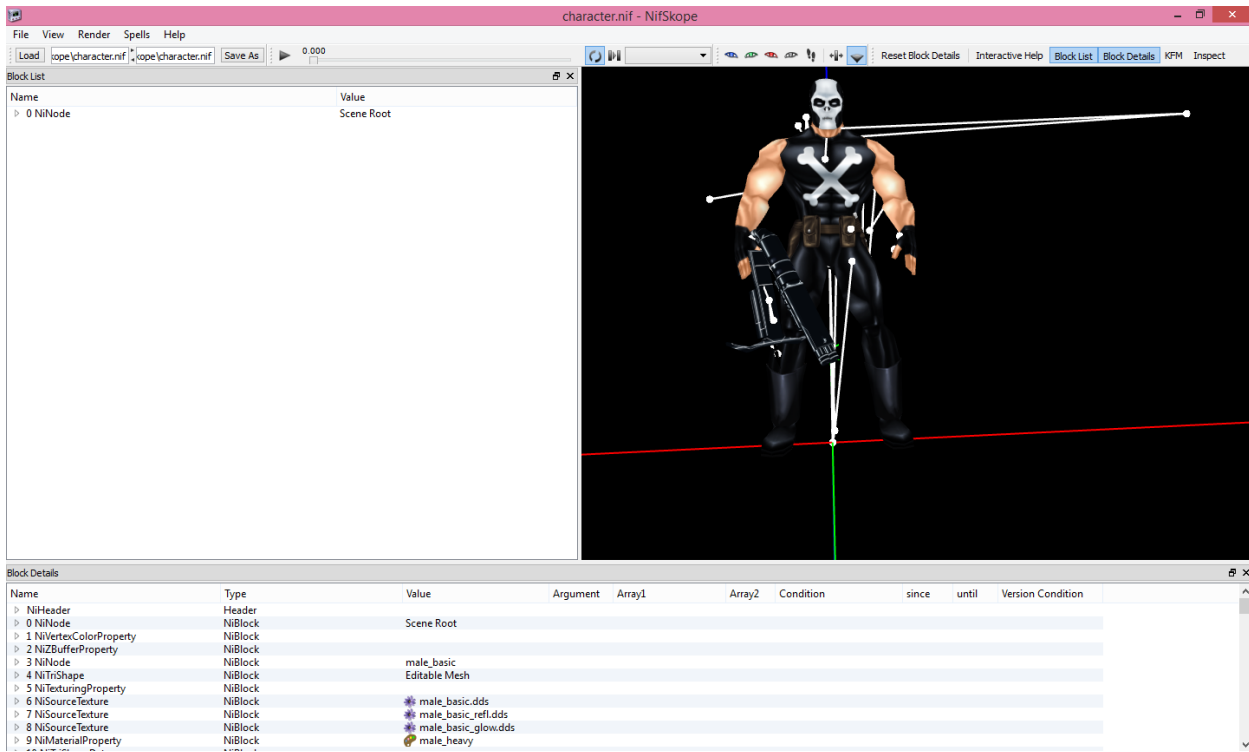
Then, go to: **View > Block List > Show Blocks in Tree**



Now, open up a New NifSkope Window.

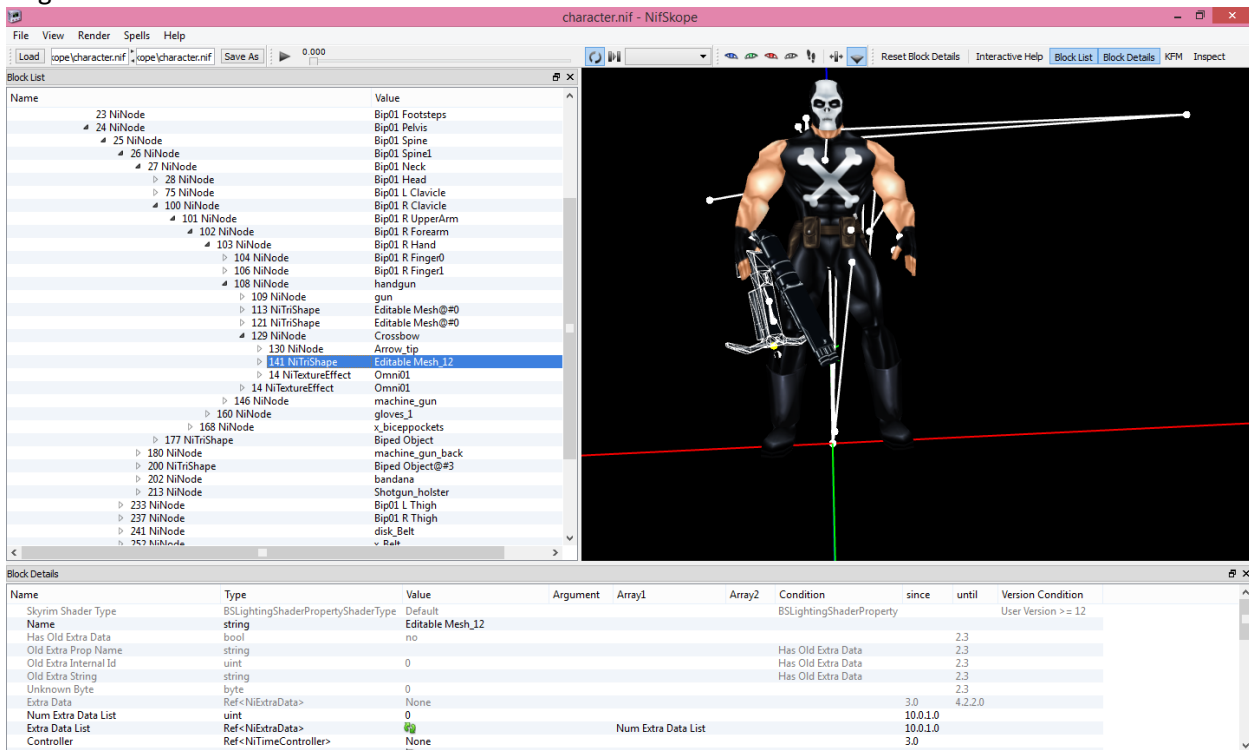


In the New NifSkope Window, open up the “Crossbones\_Skope” by Murs47.

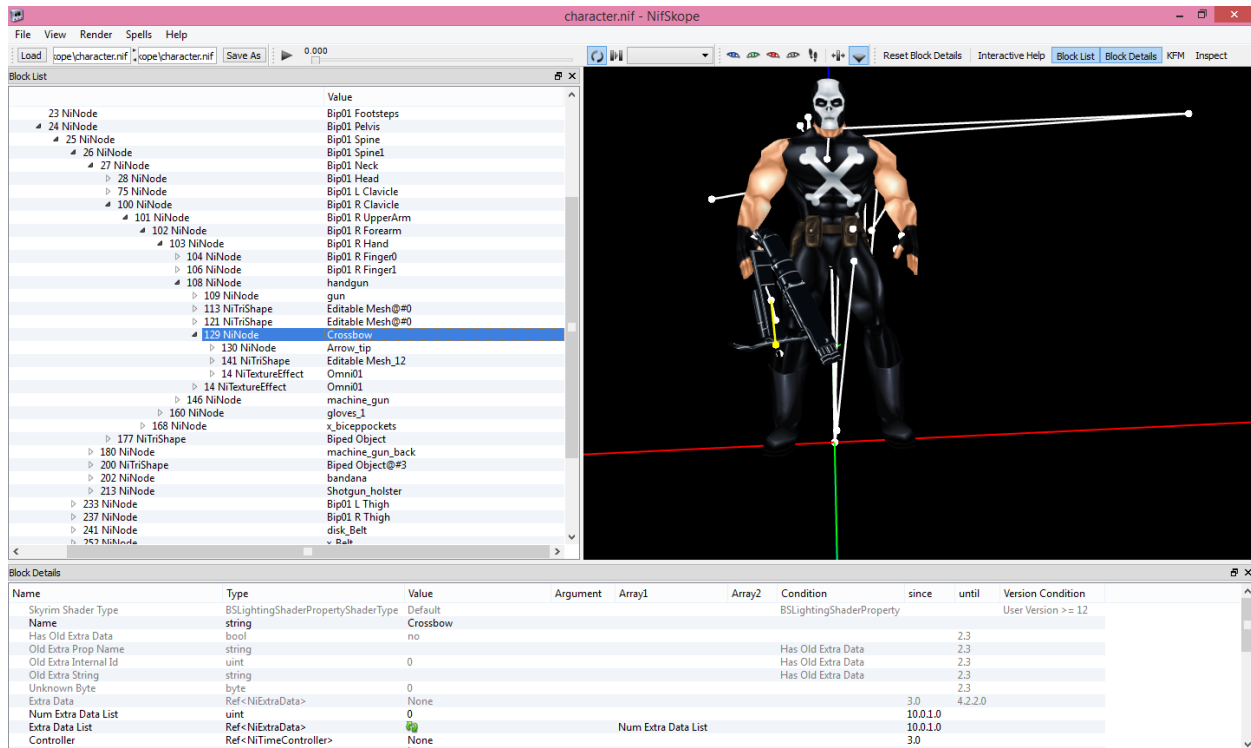


In your New NifSkope Window, go to: **View > Block List > Show Blocks in Tree**

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.

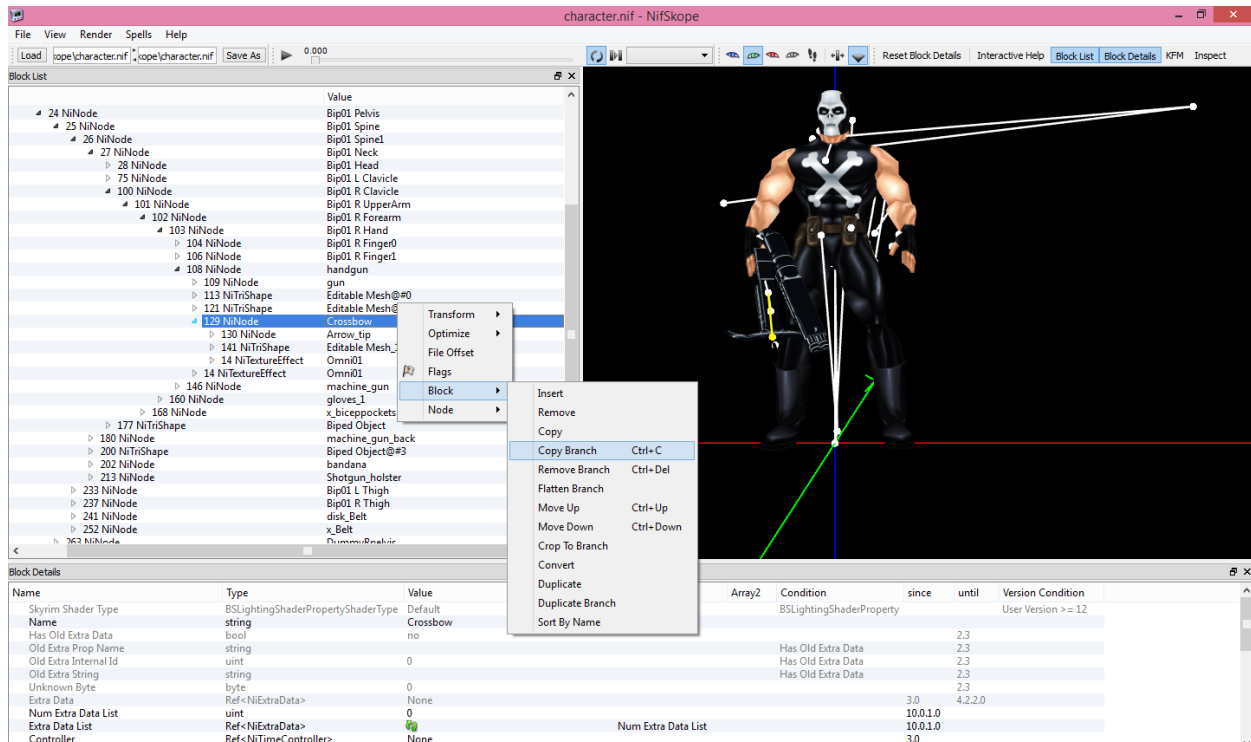


However, we want the actual “Crossbow”, which, in this case, is “129 NiNode”.

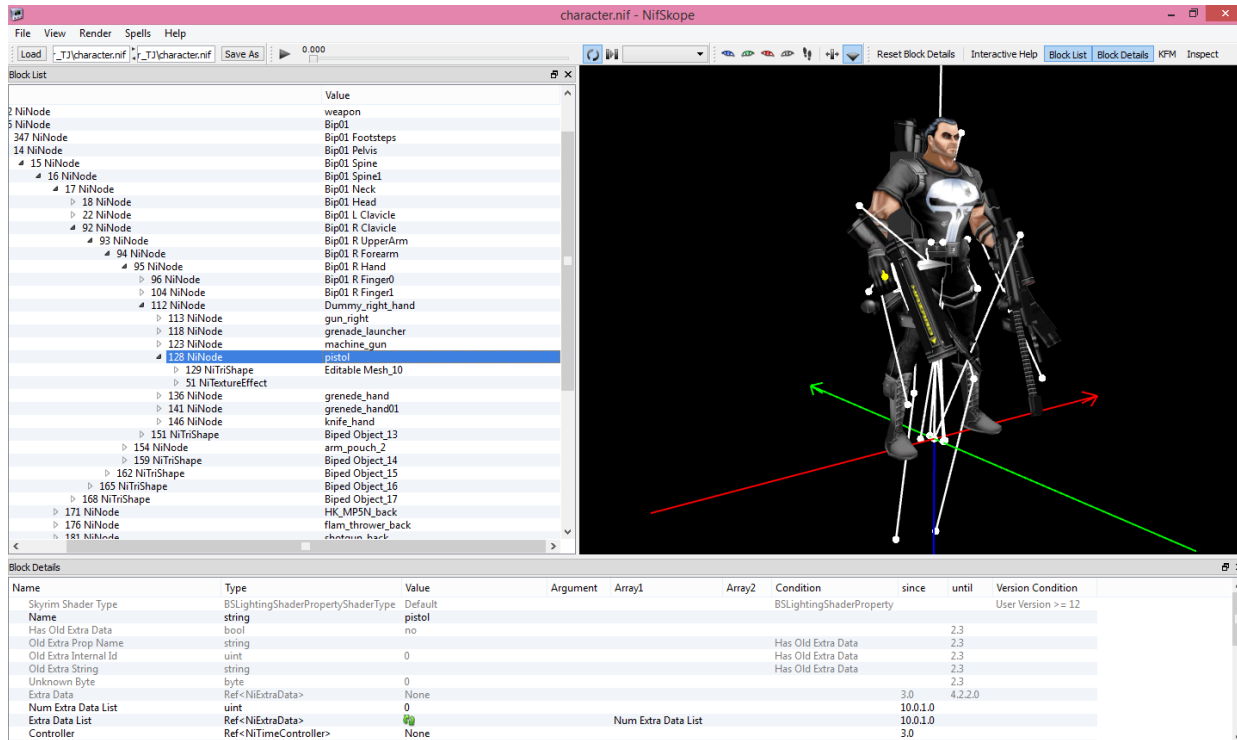


Normally, we would look for, and most likely even remove, the “NiSkinInstance” of the Mesh Piece, but fortunately, the “Crossbow” does not have a “NiSkinInstance”. So we can skip that Step.

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”.



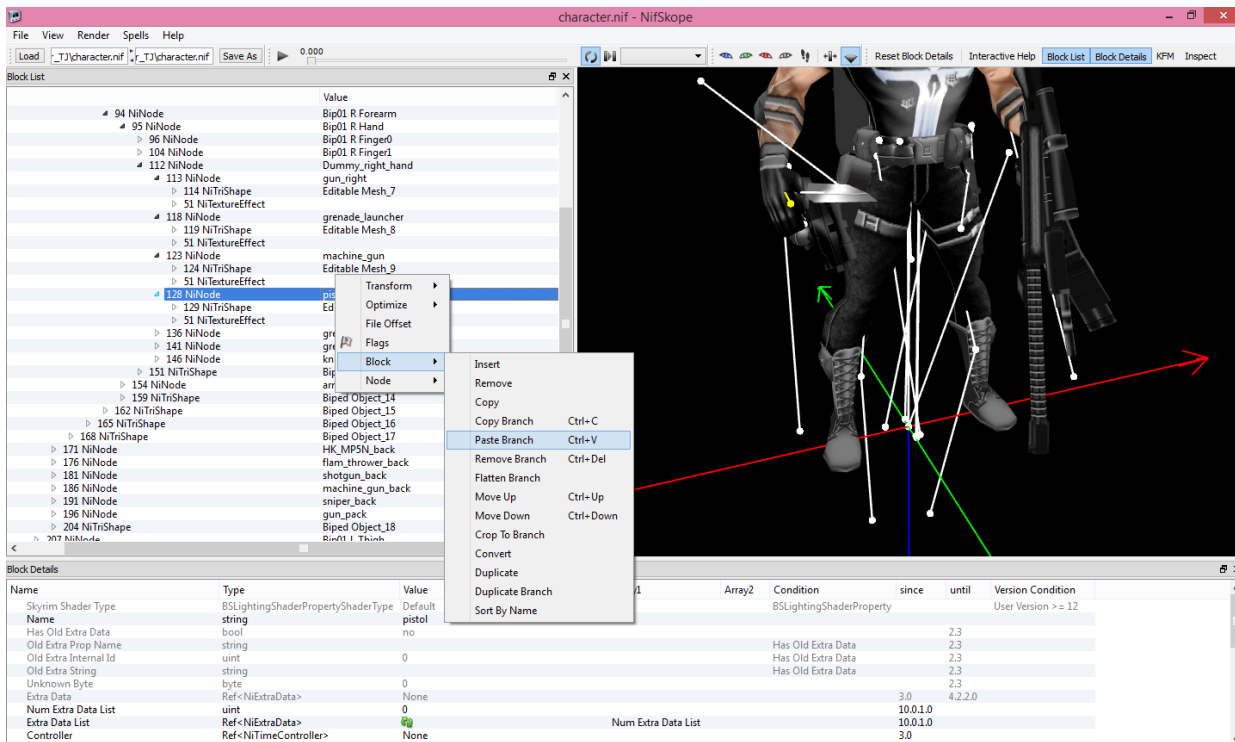
Because there are so many Weapons on the “Punisher\_TJ” Mesh, this may be a bit difficult to work with. If this is the case, you could temporarily “Hide” the other Weapons in the Mesh’s Right Hand.

- 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).

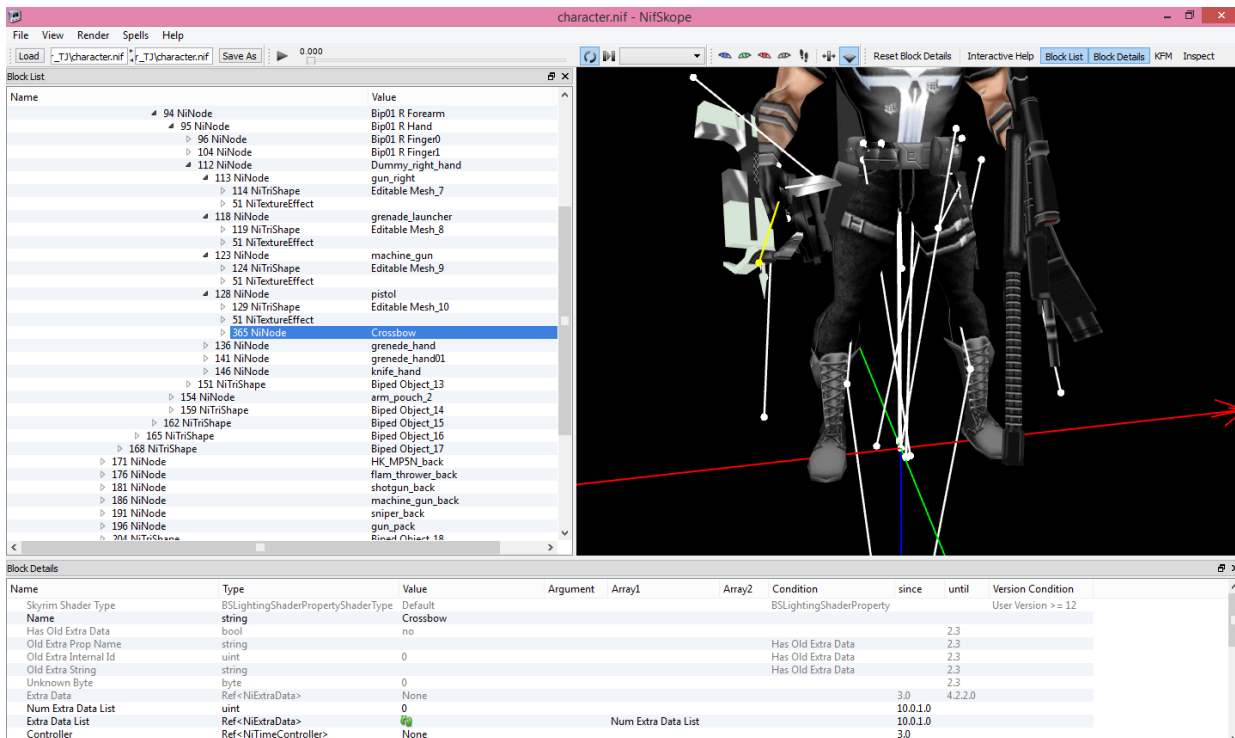
But, back on track.

You have already copied the “Crossbow” (129 NiNode) from the “Crossbones\_Scope”. So now you want to Right Click on the “Pistol” (128 NiNode) on the “Punisher\_TJ\_With\_Crossbow” Mesh.

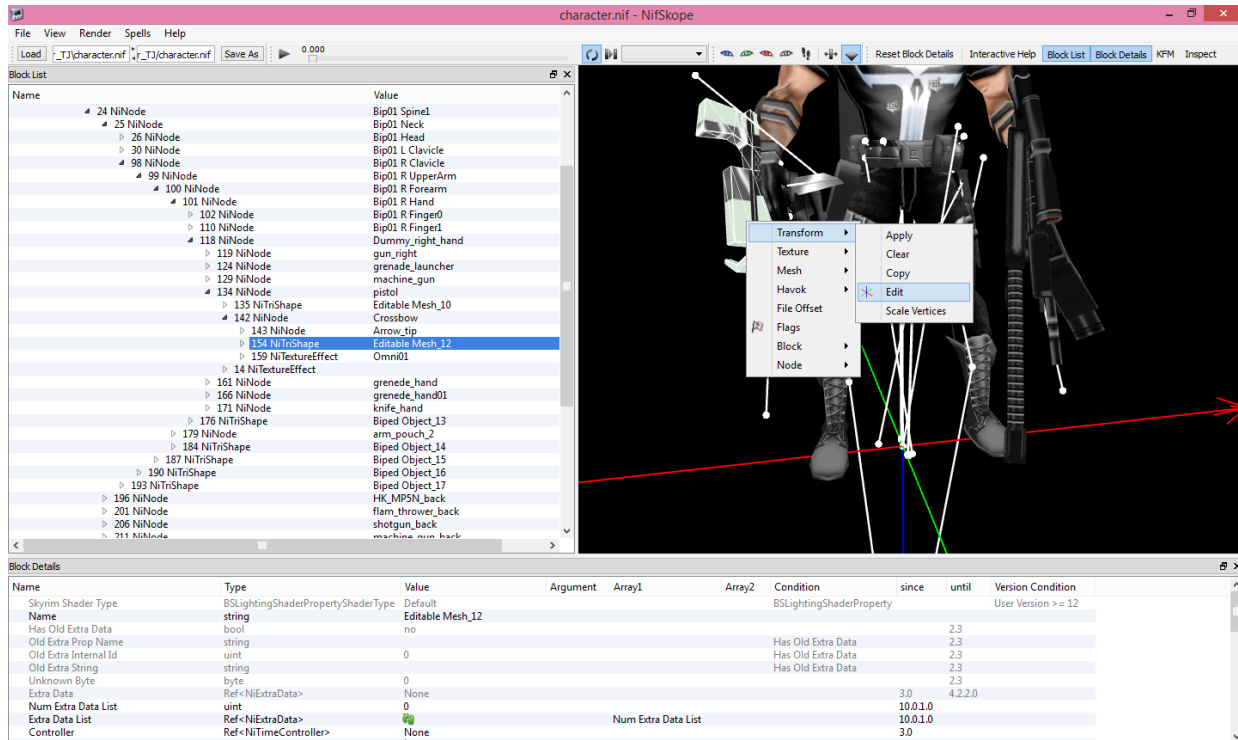
Click on: **Block > Paste Branch**



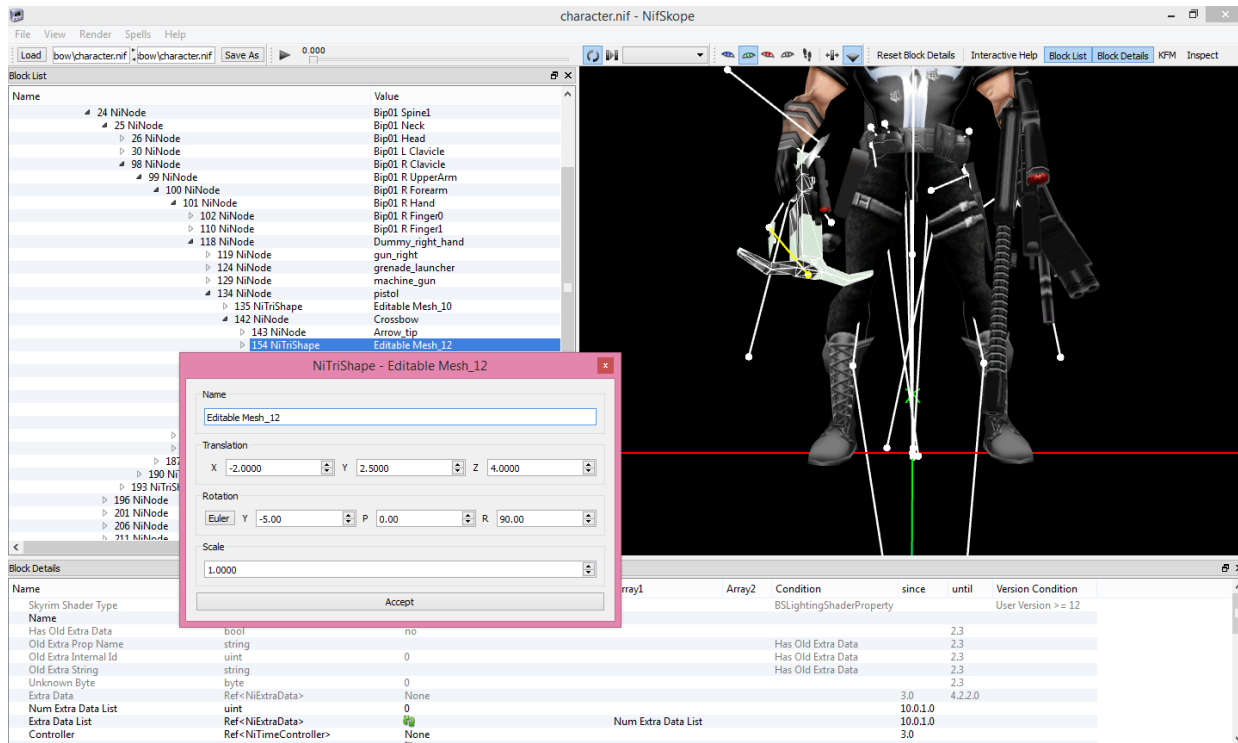
As you can see, the “Crossbow” attaches in an awkward position, but it’s not too difficult to fix.



Now you need to Right Click on the Physical Mesh Piece of the “CrossBow” (154 NiTriShape – Editable Mesh\_12). Click on: **Transform > Edit**



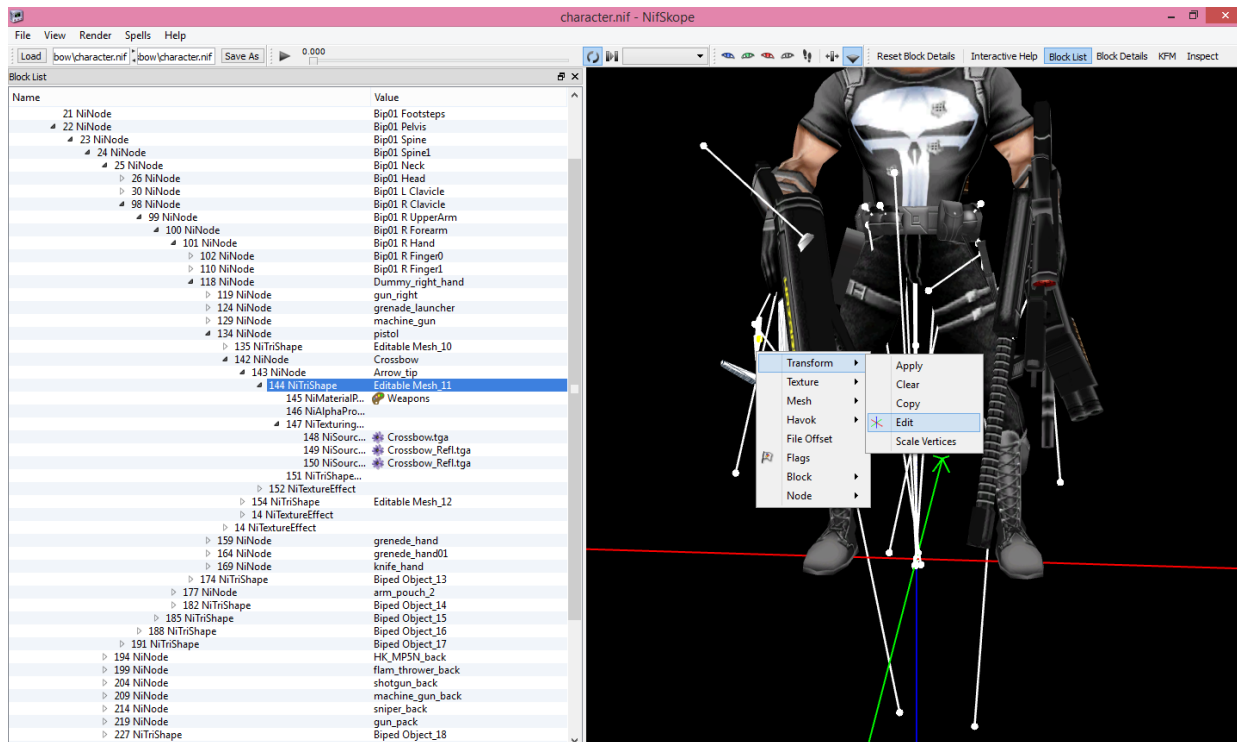
This is pretty much trial and error, so to save you time, I’ve included the values that I entered.



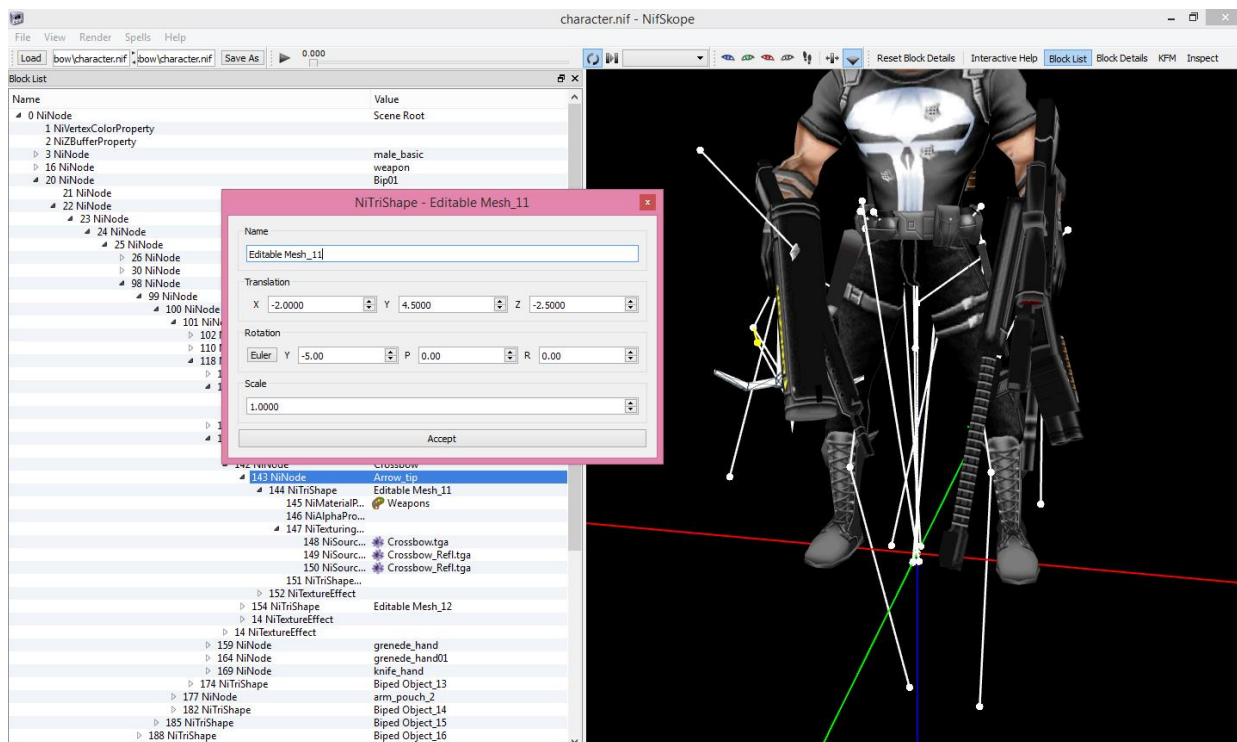


While it's a bit difficult to see, there is also an "Arrow\_Tip" for the "Crossbow".

You will want to Right Click on the Physical Mesh Piece of the "Arrow\_Tip" (144 NiTriShape – Editable Mesh\_11). Click on: **Transform > Edit**



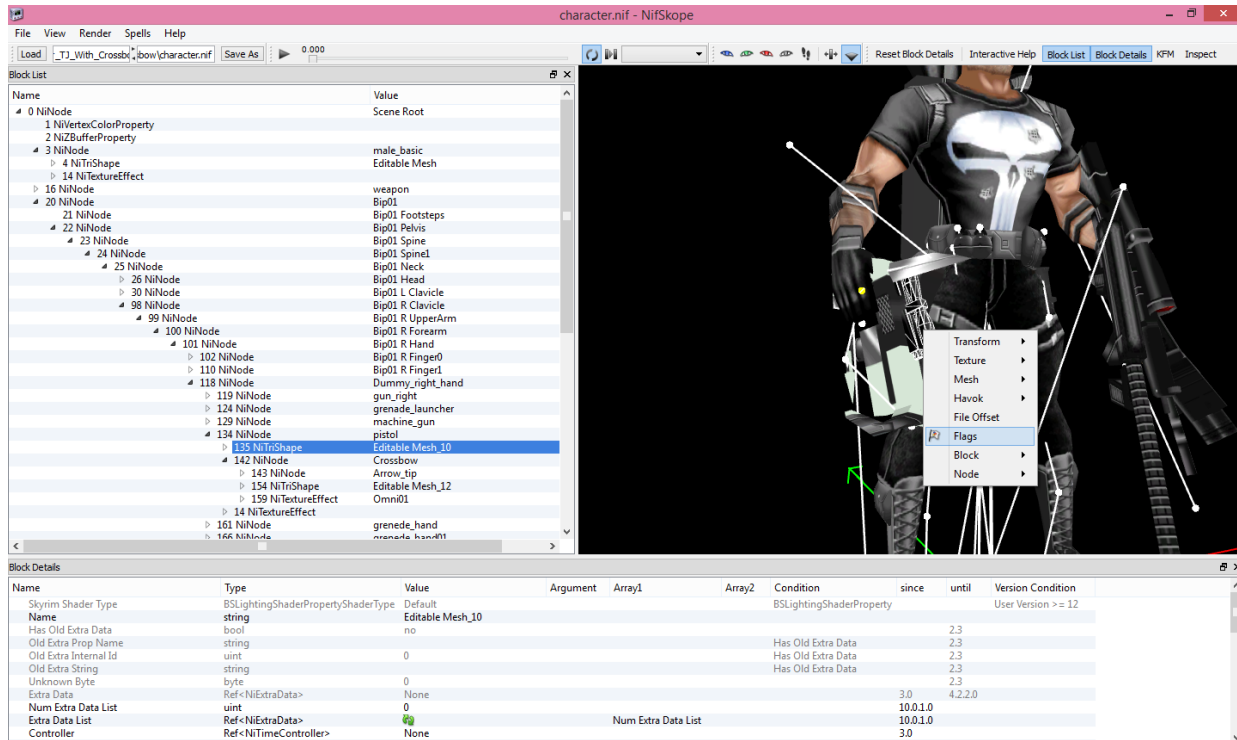
Again, this is pretty much trial and error, so to save you time, I've included the values that I entered.





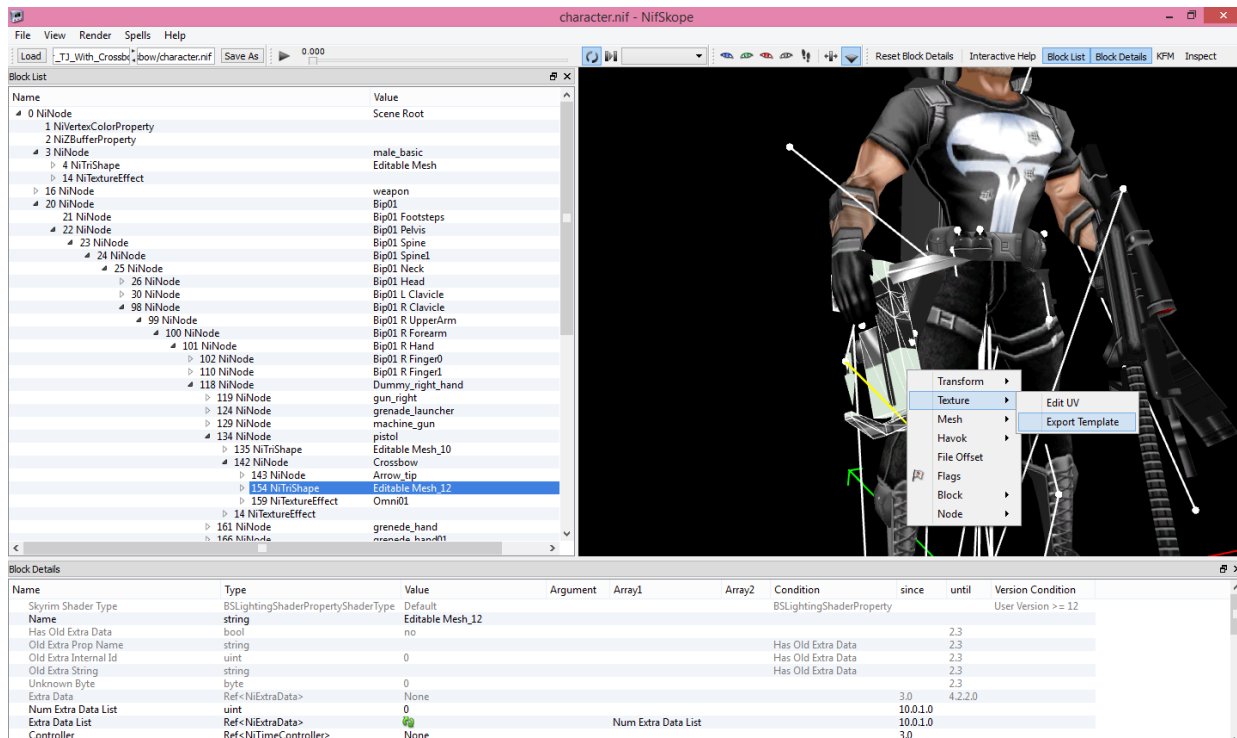
Now you need to hide the “Pistol” that you had pasted the “Crossbow” onto.

- Right Click on the “Pistol” (135 NiTriShape – Editable Mesh\_10)  
Click on: **Flags > Hidden > Accept**



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**

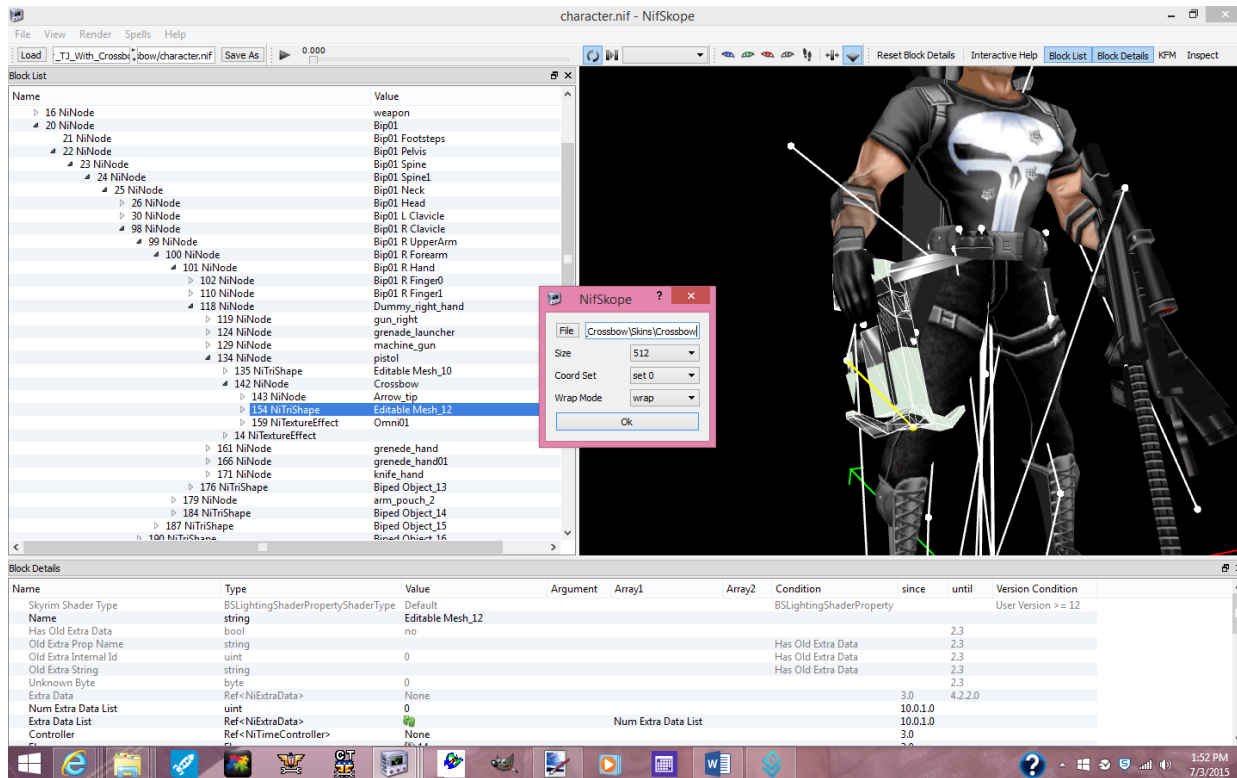


You will need someplace for your Texture Template to go, for me, it's here:

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.

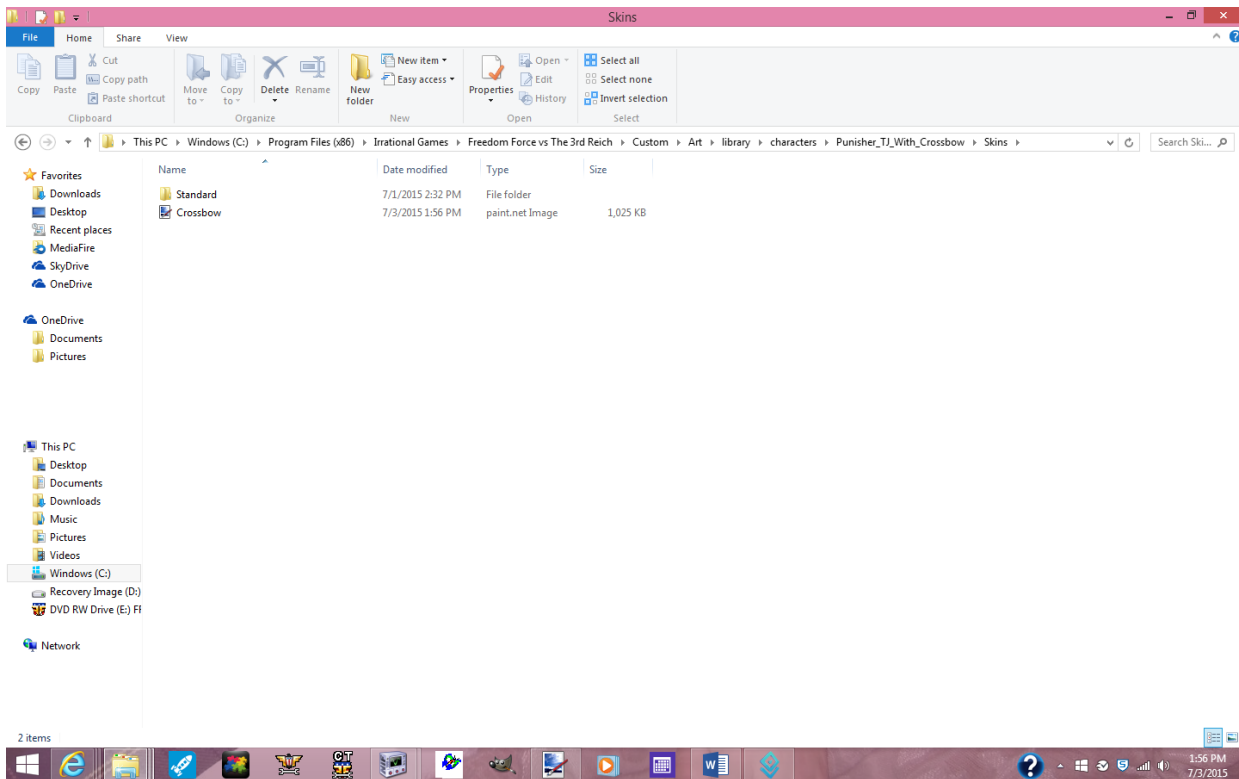


In the little Pink Box, in the line that says “File”, you should have the following:

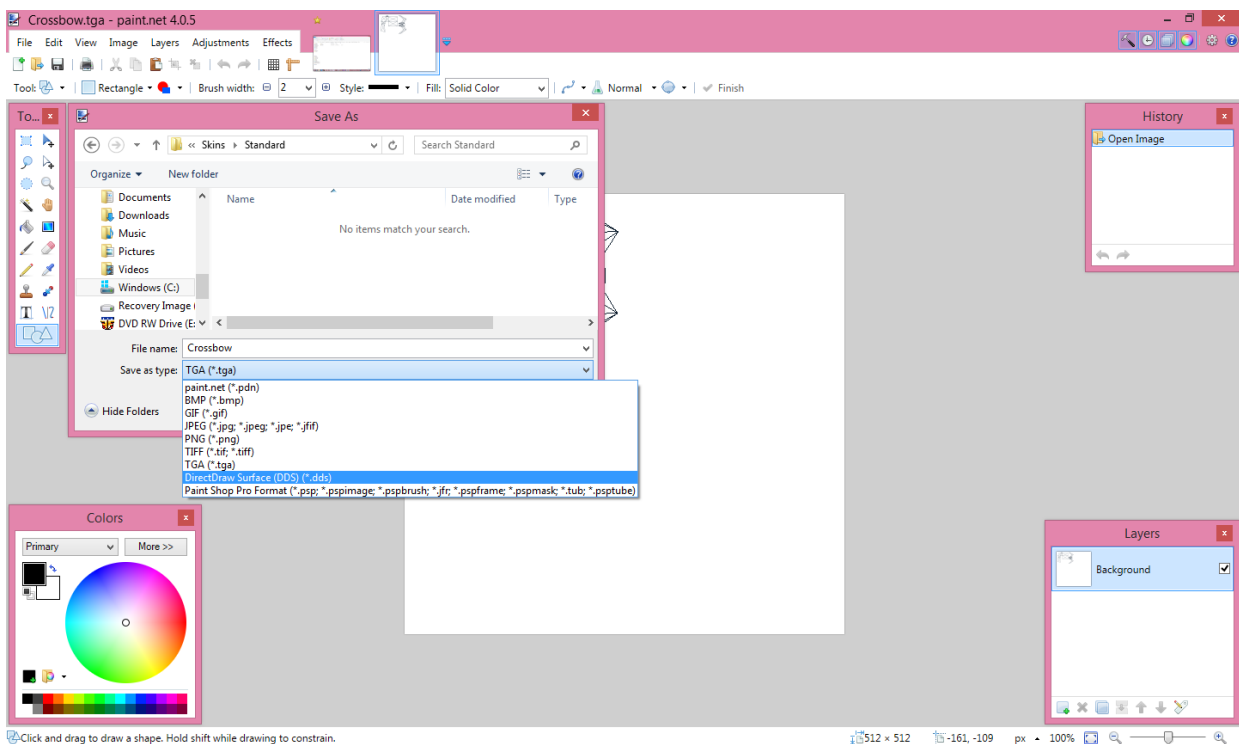
C:\Program Files (x86)\Irrational Games\Freedom Force vs The 3rd Reich\Custom\Art\library\characters\Punisher\_TJ\_With\_Crossbow\Skins\Crossbow

- 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.

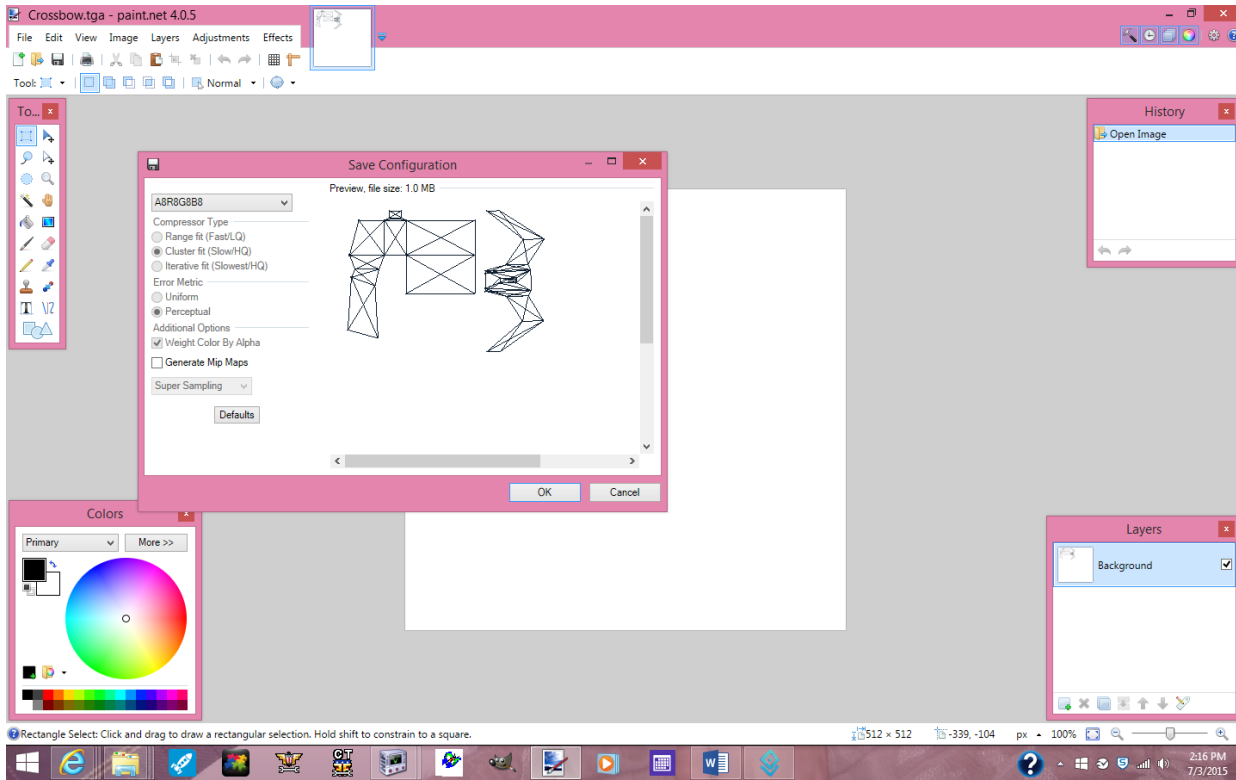


Open the “Crossbow.tga” File with whatever Image Editing Program that you use (For me, it is PaintDotNet).



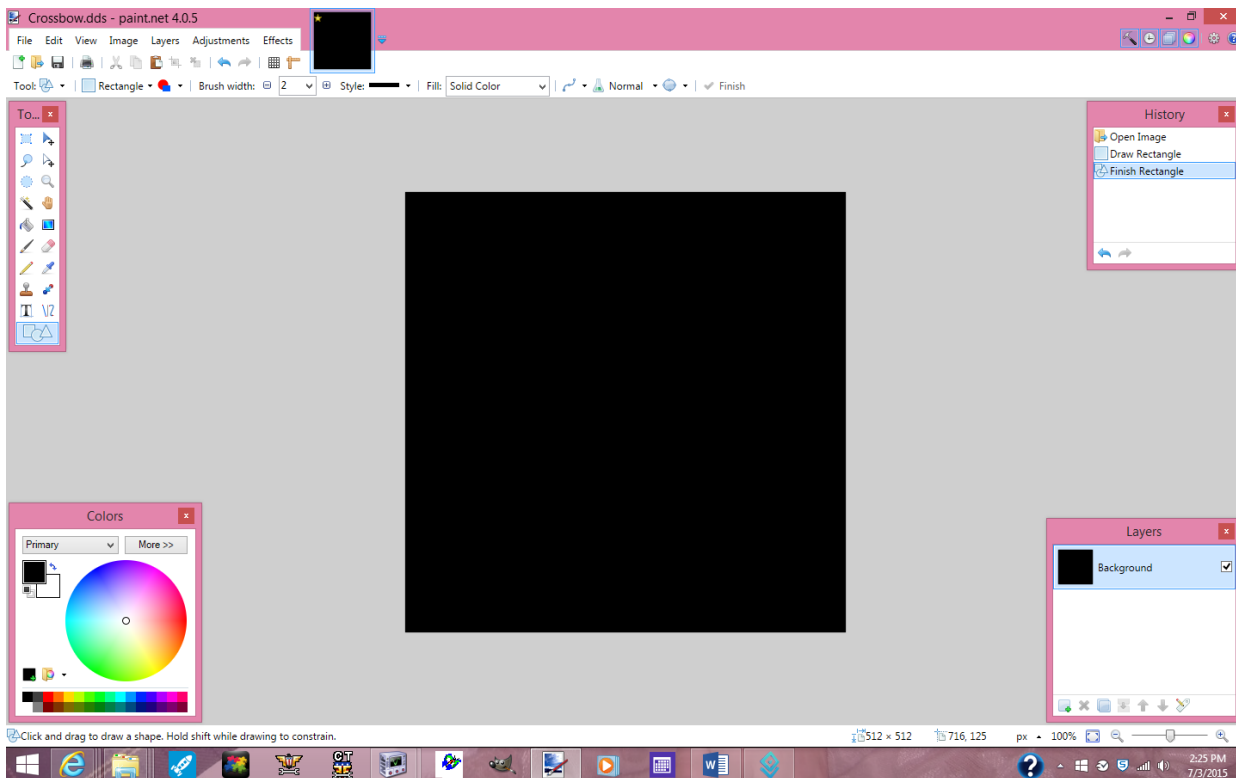
You will want to save this File as a (.DDS) File in the Standard Skin Folder.

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

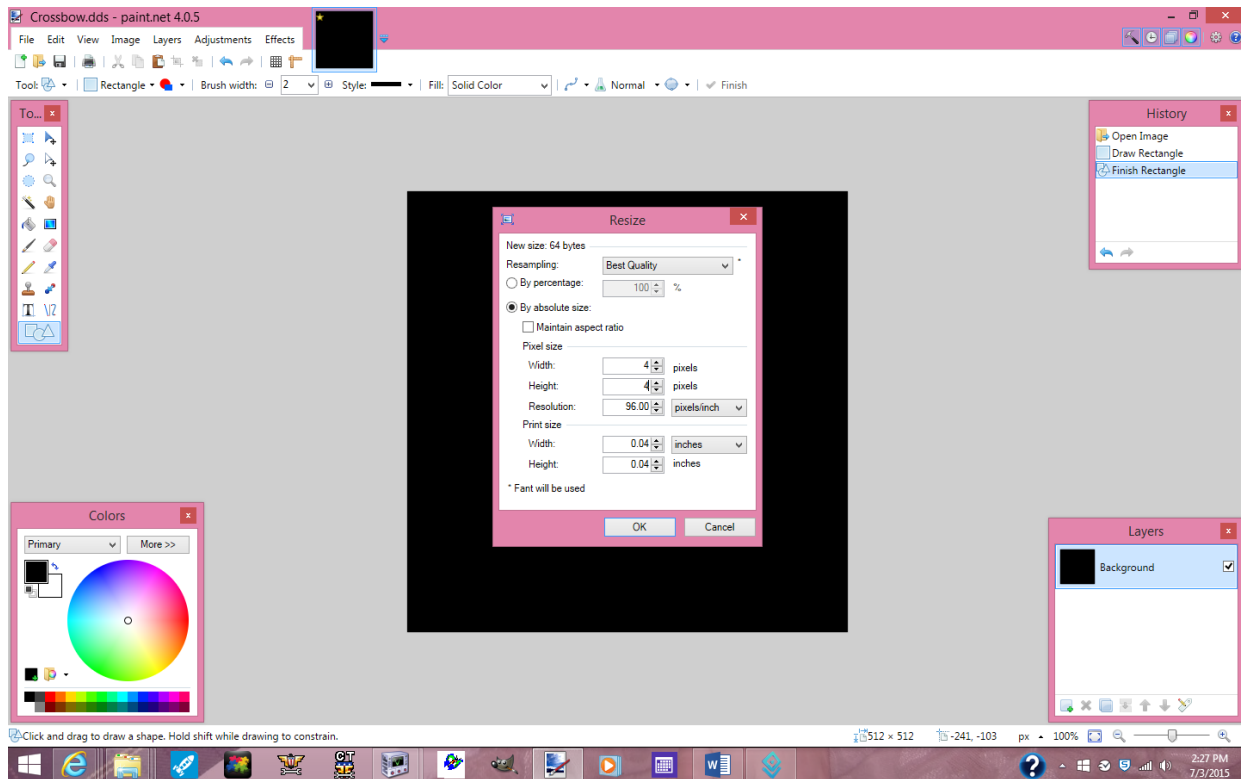


I know it is difficult to see, but the (.DDS) setting is “A8R8G8B8”

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



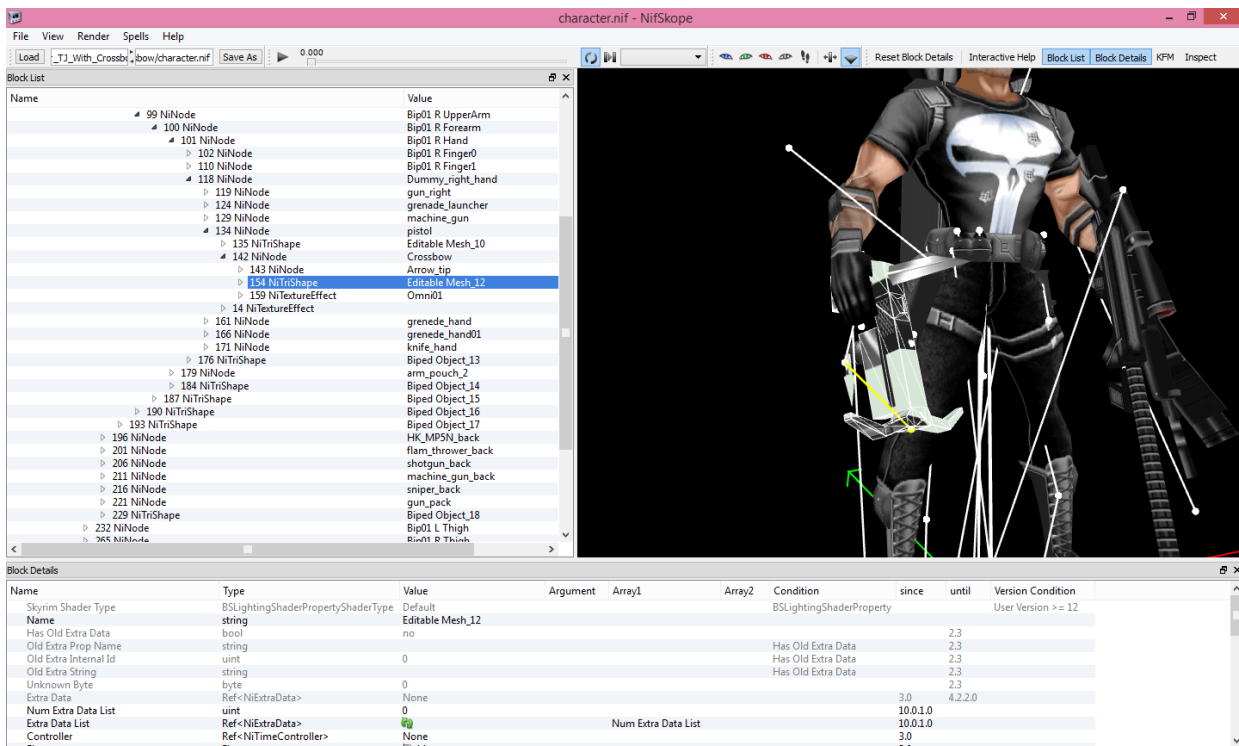
(This is optional) Until/Unless you have a use for a (Crossbow\_Refl) or (Crossbow\_Glow) File, you could resize the File to “Width = 4” and “Height = 4”, otherwise, you could leave the size alone.



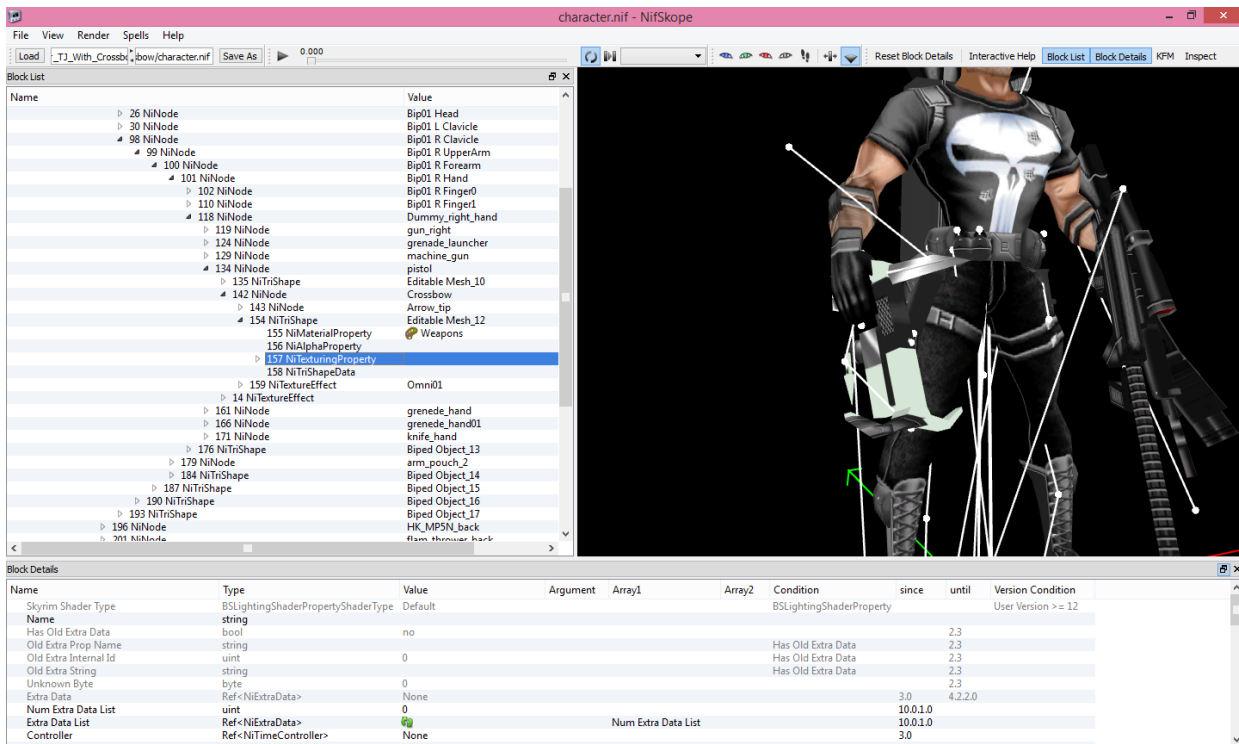
After altering the Color to a solid Black, and resizing the File to 4x4, then you want to save 2 copies of the File into your Standard Skin Folder. The First as “Crossbow\_Refl”, and the Second as “Crossbow\_Glow”.

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

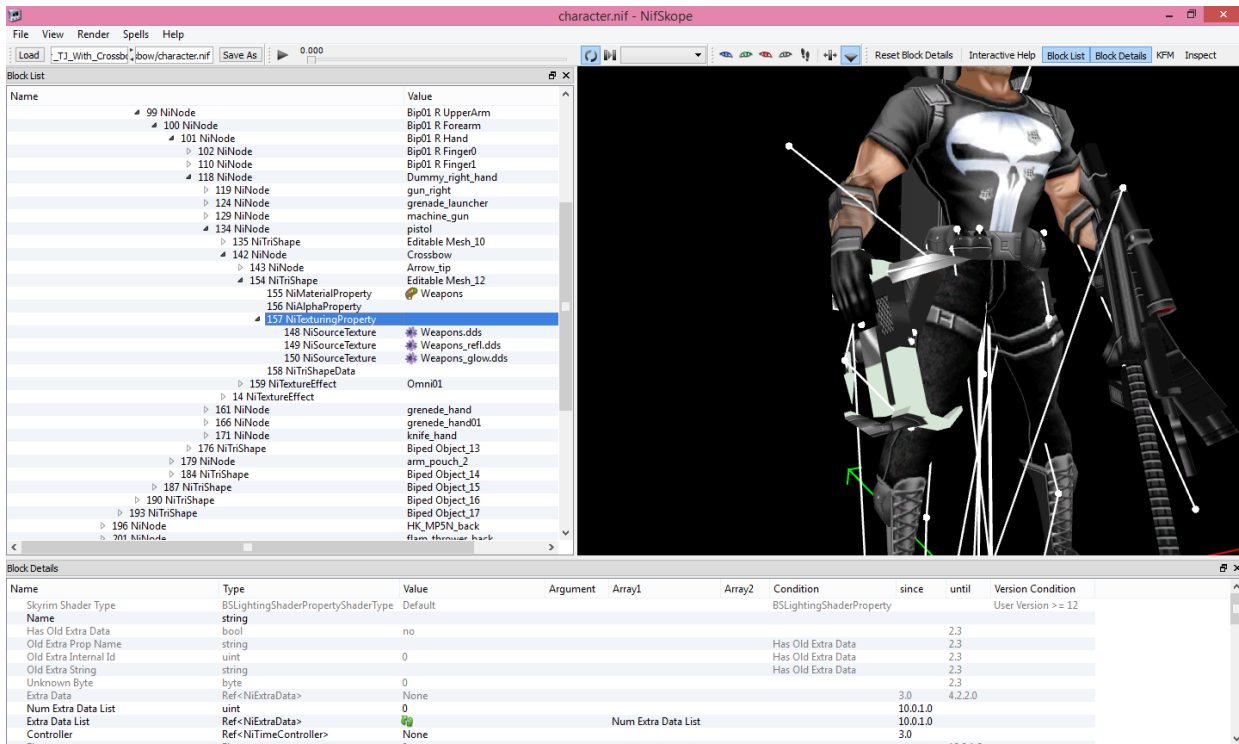
Click on the Physical Mesh Piece of the “CrossBow” (154 NiTriShape – Editable Mesh\_12).



Open up that Branch (154 NiTriShape – Editable Mesh\_12), and find the (157 NiTexturingProperty).



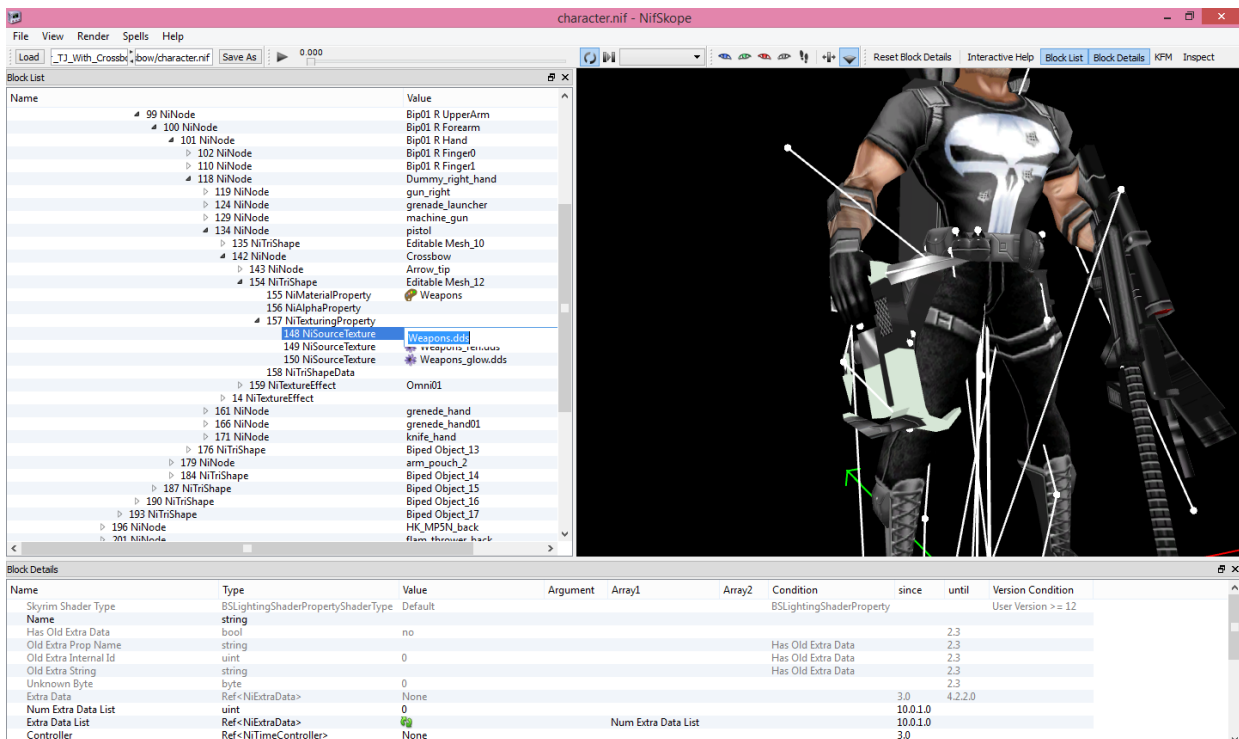
Once you have found the (157 NiTexturingProperty), Click on it to open the Branch. This will show you the Art Files, or Textures, that are associated with the “Crossbow”.



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.

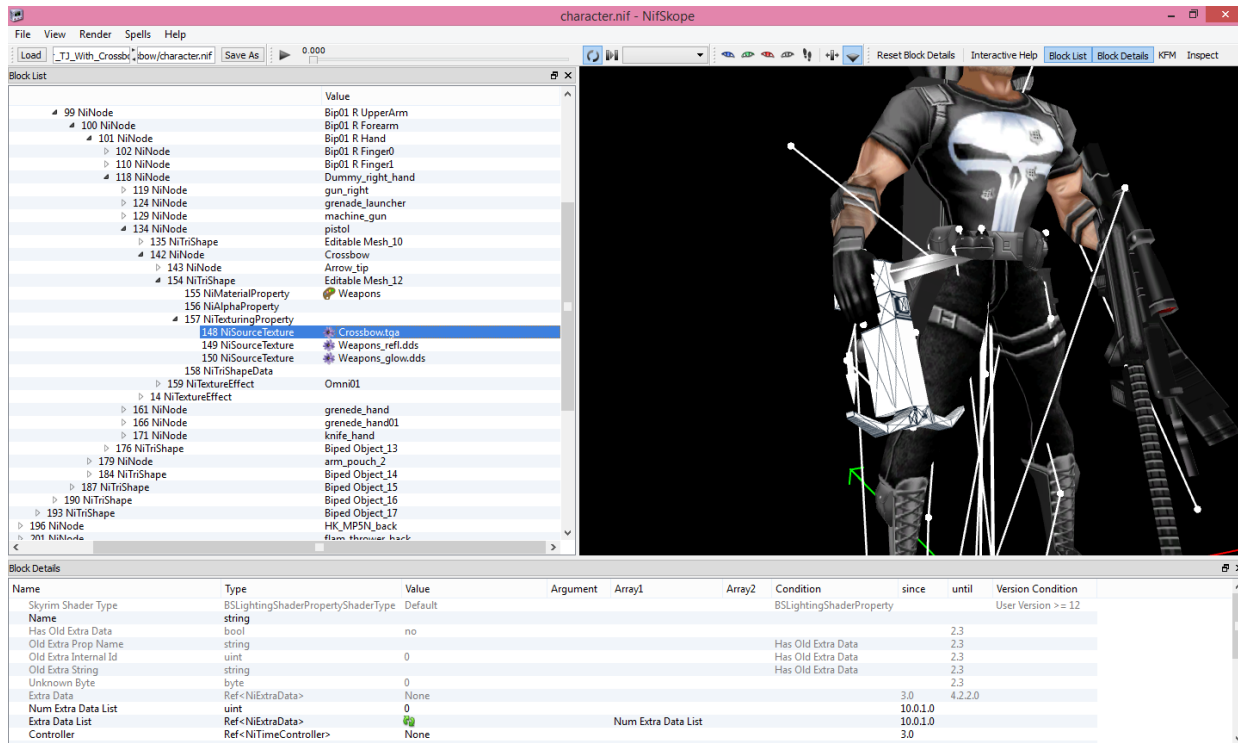
If you remember, we created files in the Standard Skin Folder titled: “Crossbow.dds”, “Crossbow\_Refl.dds”, and “Crossbow\_Glow.dds”. Now we want to make sure that the “Crossbow” Mesh Piece links to those Files.

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





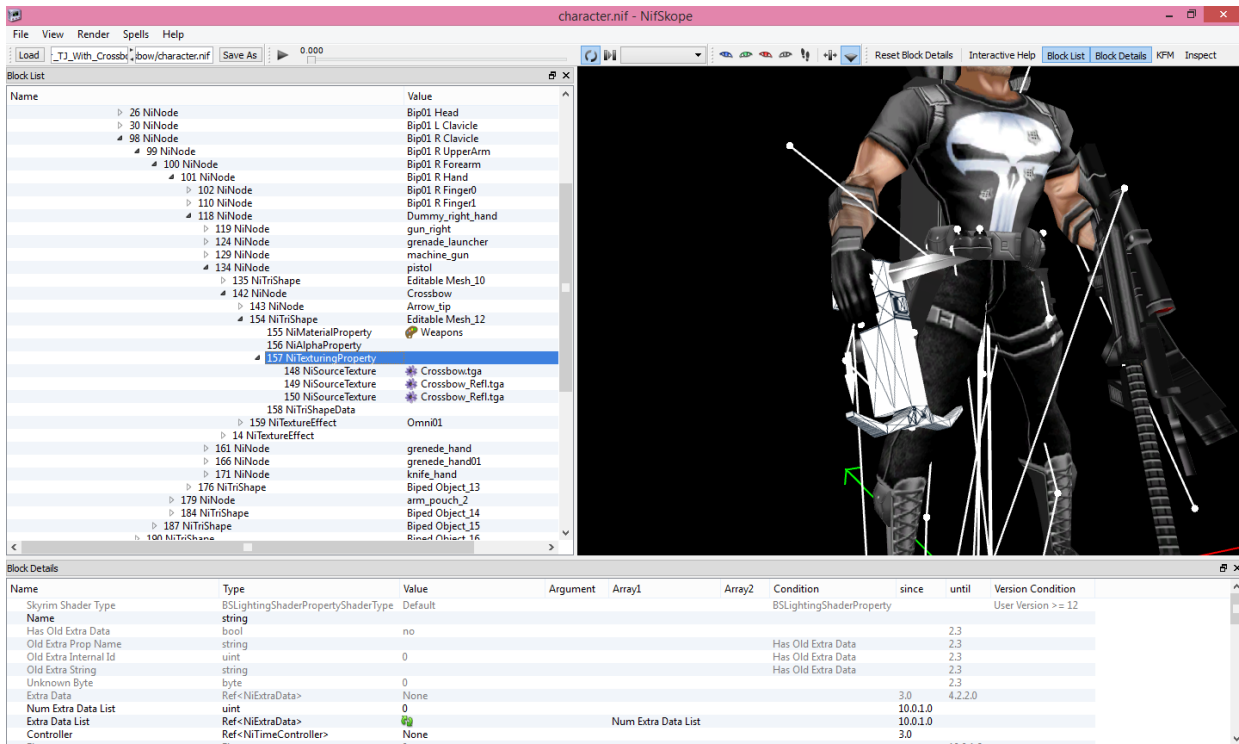
Change “Weapons.dds” to “Crossbow.tga”.



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”.

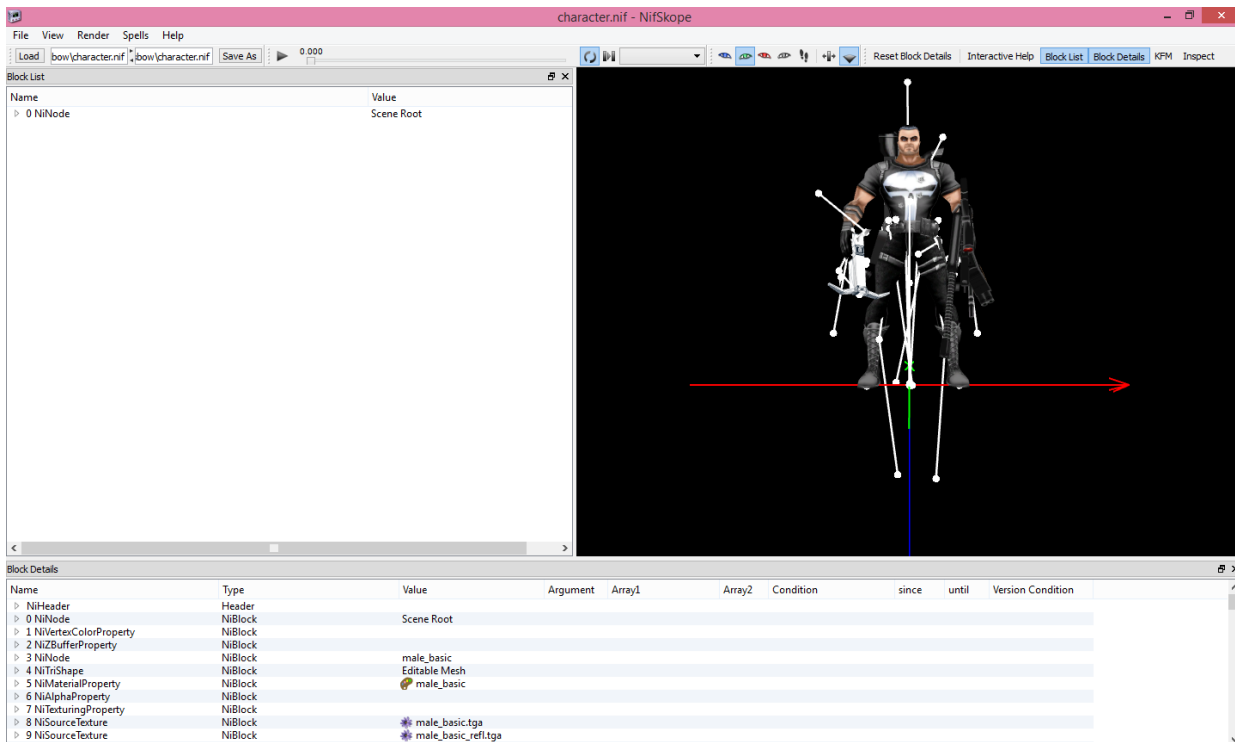
Double Click on (150 NiSourceTexture – Weapons\_Glow.dds), and change “Weapons\_Glow.dds” to “Crossbow\_Glow.tga”.



Next...The Lightmap!

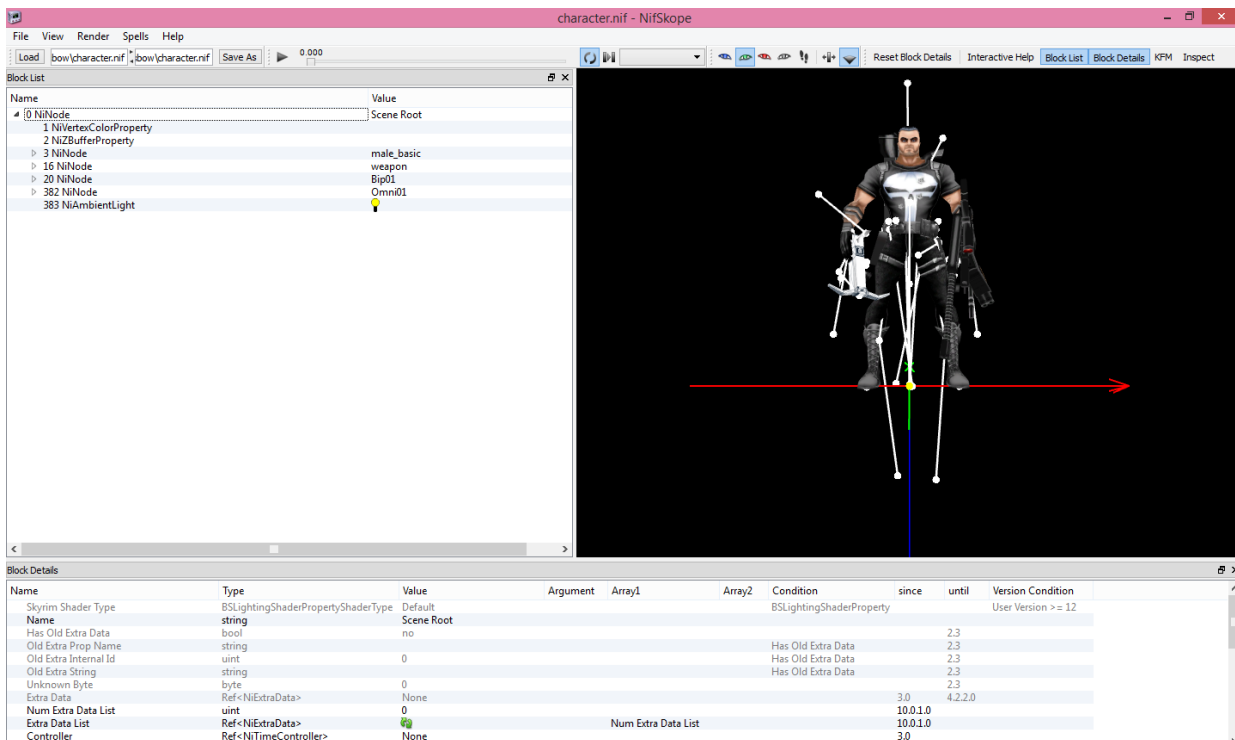
Now, I know that this next Step sounds pointless, but it's pretty much a habit for me. Save your work and close NifSkope.

Now re-open your "Punisher\_TJ\_With\_Crossbow" Skope in NifSkope.

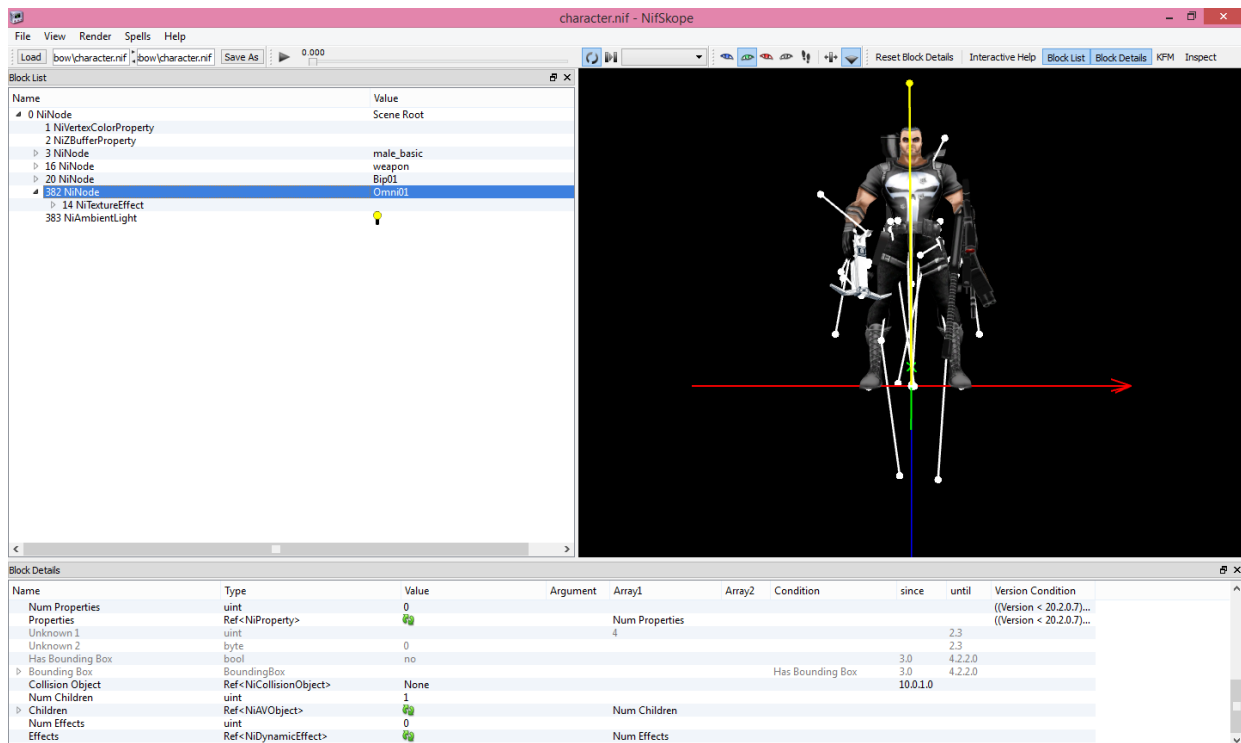


You now have a nice, clean Window to finish your work in.

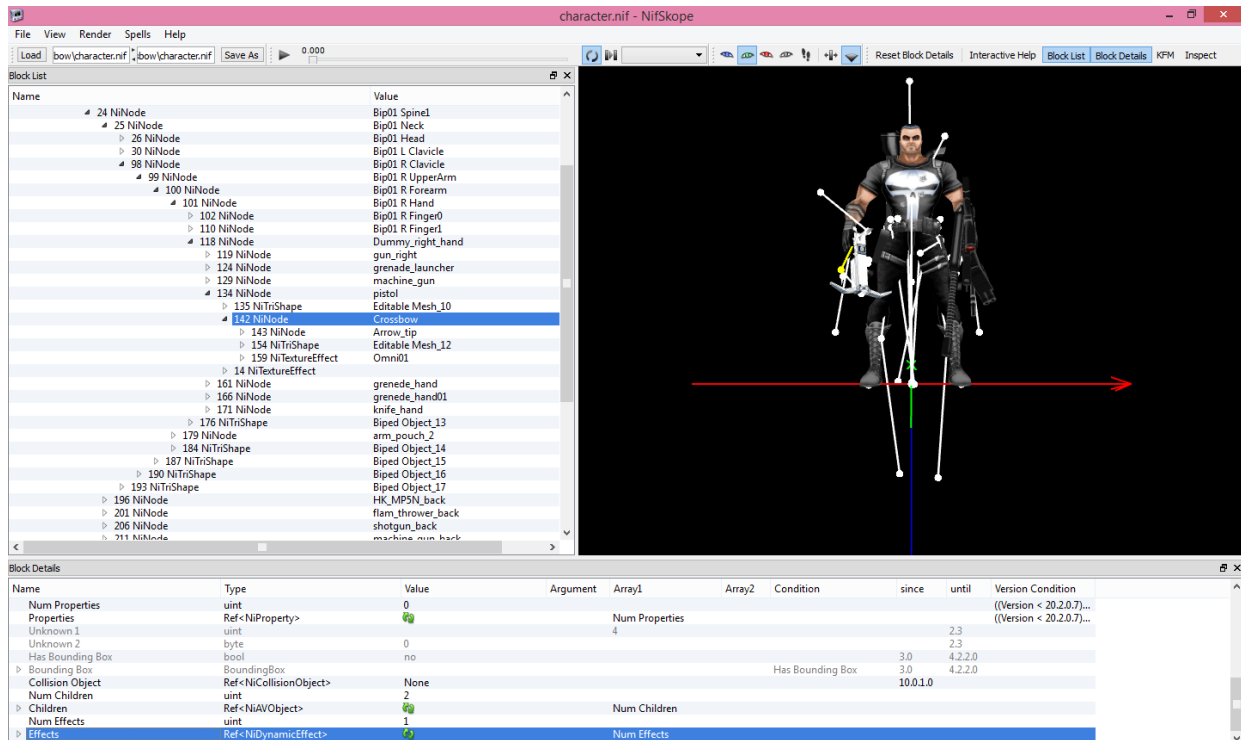
Now open your (0 NiNode – Scene Root).



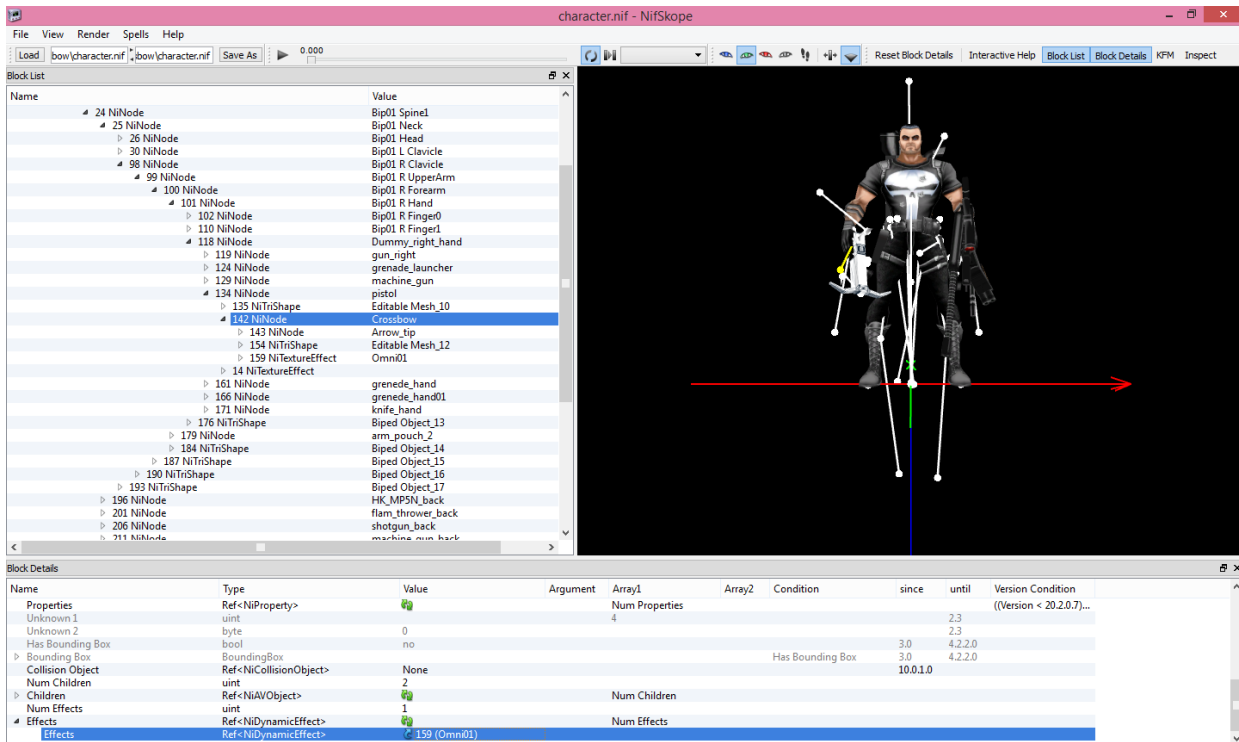
Now open your (382 NiNode – Omni01). Take note of the number right underneath of that, the (14 NiTextureEffect), as you will need that number again.



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”.

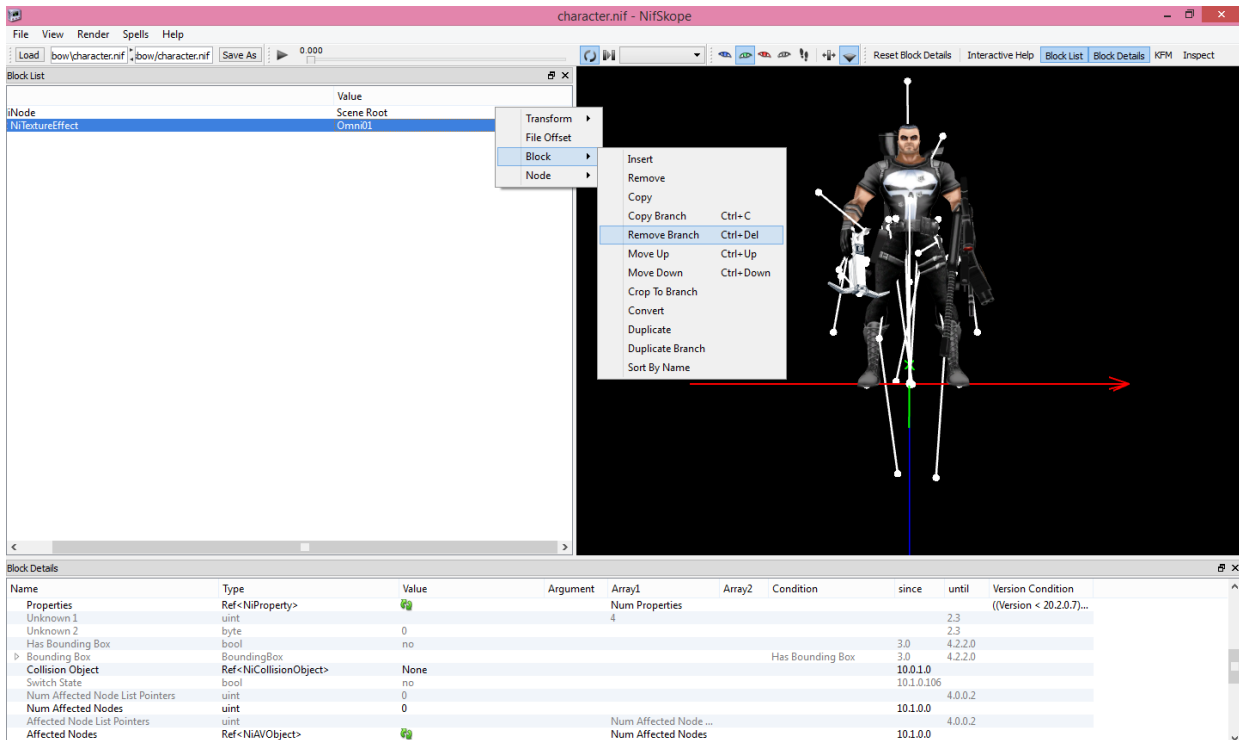


Now, open up the “Effects” Branch.



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**



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.