

Problem with Armor

I want to sorry, that i posted it but i REALY need help...

I have VERY BIG problem with creating armor. As i Allready read here, to create a Cuirass and Gauntlets i need to attach it to Bipped by Physique. I made all this stuff and exported mesh to CS. When i try to put Cuirass on NPC body just desappear... As Maboroshi (i think) sad, I've tried to rename mesh to "Chest", but it has no affect; i've tried to use settings of Physique from "Natural Skin", but it allso has no affect... I don't know what to do, but i need to find solution of this problem, cos peoples wait for this armor, so please help me. I need it very much.

Loocking forward to have some help from you.

P.S. Sorry my english - i hadn't any practice for to years...

PHYNTOSWASP

Re: Problem with Armor [re: TribeWolf]



A Chest armor does need placed on a 128 unit tall biped with three spine sections. Physique the chest armor. Now take an additional step and manually link the Chest piece to bip01. (I know, you had to do that when you physique'd it but go ahead and manually link the Chest piece to bip01) Next right click your Chest Armor and open properties and under user defined properties type in NiTriShape hit return and then OK. Now go to your track view and make sure you name your armor by morrowind conventions in the upper righthand window. (i.e. a_awesome_breastplate). Armor is a NiNode, all parts of Morrowind Characters are made using Nodes (i.e. forearm,wrist,upperarm etc.) that can be switched out instantly. However this can not happen if the program does not know that your armor piece is a NiNode with a NiTriShape.

Export your nif with default settings. Go to the constructor set and create a new instance of your armor. Also, be sure you have made your textures in a power of two 64x64 128x128 or any combination. Hopefully you are using the official TES exporter.

One easy thing to miss, which you prolly didn't neglect but it's worth mentioning, make sure your mesh goes into the data files/meshes/a subdirectory. If things work right, your new armor should be useable, you may find that it is not quite right on one or another axis, if you move that mesh, REINITIALIZE it's physique and make that redundant link to bip01 of the chest piece.

If you continue to have trouble send me a PM.