

Ryzom - Bug # 977

Status:	Closed	Priority:	High
Author:	TomH	Category:	Client: General
Created:	06/12/2010	Assignee:	kervala
Updated:	07/15/2010	Due date:	
Subject:	Characters without heads.		
Description	<p>When an item is added into the game, the characters heads disappear.</p> <p>According to [[http://dev.ryzom.com/wiki/ryzom/AddingGameEntities#Make-it-available-on-server-and-client]], the heads aren't available in the files.</p> <p>It would be helpful if someone could add them as soon as possible.</p> <p>This issue has been going on for months already.</p> <p>Thank you.</p>		

History

#1 - 06/12/2010 12:02 pm - kervala

You need to create files for slots : **Face** and **Head** (helmets and haircuts are using this slot)

#2 - 06/12/2010 08:50 pm - sfb

I said this in IRC but no one was listening:

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18:21 < sfb> Did you add a new item?
18:21 < sfb> Or a new head?
18:21 < sfb> Er creature?
18:22 < sfb> fyi
18:22 < sfb> We've only been open source for about a month.
18:23 < sfb> So the term 'months' isn't accurate. (=
18:24 < yubo> New news from ryzom: Bug #978: Client segfault under linux <http://dev.ryzom.com/issues/978>
18:25 -!- Irssi: Pasting 9 lines to #ryzom. Press Ctrl-K if you wish to do this or Ctrl-C to cancel.
18:25 < sfb> mattr@karmic:~/rzc$ bnp_make /l characters_shapes.bnp | grep vis
18:25 < sfb> FY_HOF_visage.shape
18:25 < sfb> FY_HOM_visage.shape
18:25 < sfb> MA_HOF_visage.shape
18:25 < sfb> MA_HOM_visage.shape
18:25 < sfb> TR_HOF_visage.shape
18:25 < sfb> TR_HOM_visage.shape
18:25 < sfb> ZO_HOF_visage.shape
18:25 < sfb> ZO_HOM_visage.shape
18:25 < sfb> So I disagree.
18:25 < sfb> The heads
18:25 < sfb> ZO_HOM_cheveux_medium02.shape
18:25 < sfb> ZO_HOM_cheveux_shave01.shape
```

18:25 < sfb> (for example)
18:25 < sfb> and hairs are all there
18:25 < sfb> The shapes are.
18:26 < sfb> Those shapes are in ceatures_shapes.bnp
18:26 < yubo> New news from ryzom: Bug #978: Client segfault under linux <<http://dev.ryzom.com/issues/978#change-3593>>
18:28 < yubo> New news from ryzom: Bug #978 (Rejected): Client segfault under linux <<http://dev.ryzom.com/issues/978#change-3594>>
18:32 < sfb> I think what is missing, specifically, is the sheets for the visages
18:32 < sfb> Which are .item sheets
18:33 < sfb> You need to create an item, set its origin (e.g. matis, tryker, etc)
18:33 < sfb> And then add a "3d" section with "shape" pointing to the male shape and shape_female pointing to the female shape.
18:34 < sfb> The naming context is RR_HOM_visage.shape
18:34 < sfb> RR race, e.g. TR, ZO, MA
18:34 < sfb> HOM homin male, HOF == homin female
18:34 < sfb> The file name will be something like ma_visage.item
18:35 < sfb> This is how the whole body goes together.
18:35 < sfb> legs, arms, torso, etc
18:35 < sfb> They're all defined as "item" sheets and attached as equipment.
18:35 < sfb> Oh yes
18:35 < sfb> And under EquipmentInfo set the EquipmentSlot to "face"

#3 - 06/12/2010 09:18 pm - TomH

I'm sure I wasn't in the chat when you said that, no one was even chatting and was a dead chatroom with a lot of people but that's fine.

Someone already helped me with the issue.

#4 - 06/13/2010 08:24 am - Nerocon

sfb wrote:

18:35 < sfb> *This is how the whole body goes together.*
18:35 < sfb> *legs, arms, torso, etc*
18:35 < sfb> *They're all defined as "item" sheets and attached as equipment.*
18:35 < sfb> *Oh yes*
18:35 < sfb> *And under EquipmentInfo set the EquipmentSlot to "face"*

Would be awesome if the system could be tweaked to allow a character to be dismembered.

#5 - 06/14/2010 04:08 pm - kervalva

- *Category set to Client: General*
- *Assignee set to kervalva*

#6 - 06/14/2010 04:09 pm - kervalva

- *Status changed from New to Assigned*

#7 - 06/14/2010 04:11 pm - kervalva

We added all haircuts and faces :) Enjoy !

#8 - 06/14/2010 04:11 pm - kervala

- *Target version set to Version 0.8.0*

#9 - 06/14/2010 04:11 pm - kervala

- *Status changed from Assigned to Resolved*

- *% Done changed from 0 to 100*

Applied in changeset r370.

#10 - 07/15/2010 04:40 pm - kervala

- *Status changed from Resolved to Closed*