

## Ryzom - Bug # 977

<b>Status:</b>	Closed	<b>Priority:</b>	High
<b>Author:</b>	TomH	<b>Category:</b>	Client: General
<b>Created:</b>	06/12/2010	<b>Assignee:</b>	kervala
<b>Updated:</b>	07/15/2010	<b>Due date:</b>	
<b>Subject:</b>	Characters without heads.		
<b>Description</b>	<p>When an item is added into the game, the characters heads disappear.</p> <p>According to <a href="http://dev.ryzom.com/wiki/ryzom/AddingGameEntities#Make-it-available-on-server-and-client">[[http://dev.ryzom.com/wiki/ryzom/AddingGameEntities#Make-it-available-on-server-and-client]]</a>, 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:

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*