

Importing Half-Life 2 Bones

The character still has no bones inside. So we're going to extract a figure bones to our model. This will require you to know where the location of steam directory is. Also in this part, you must have:

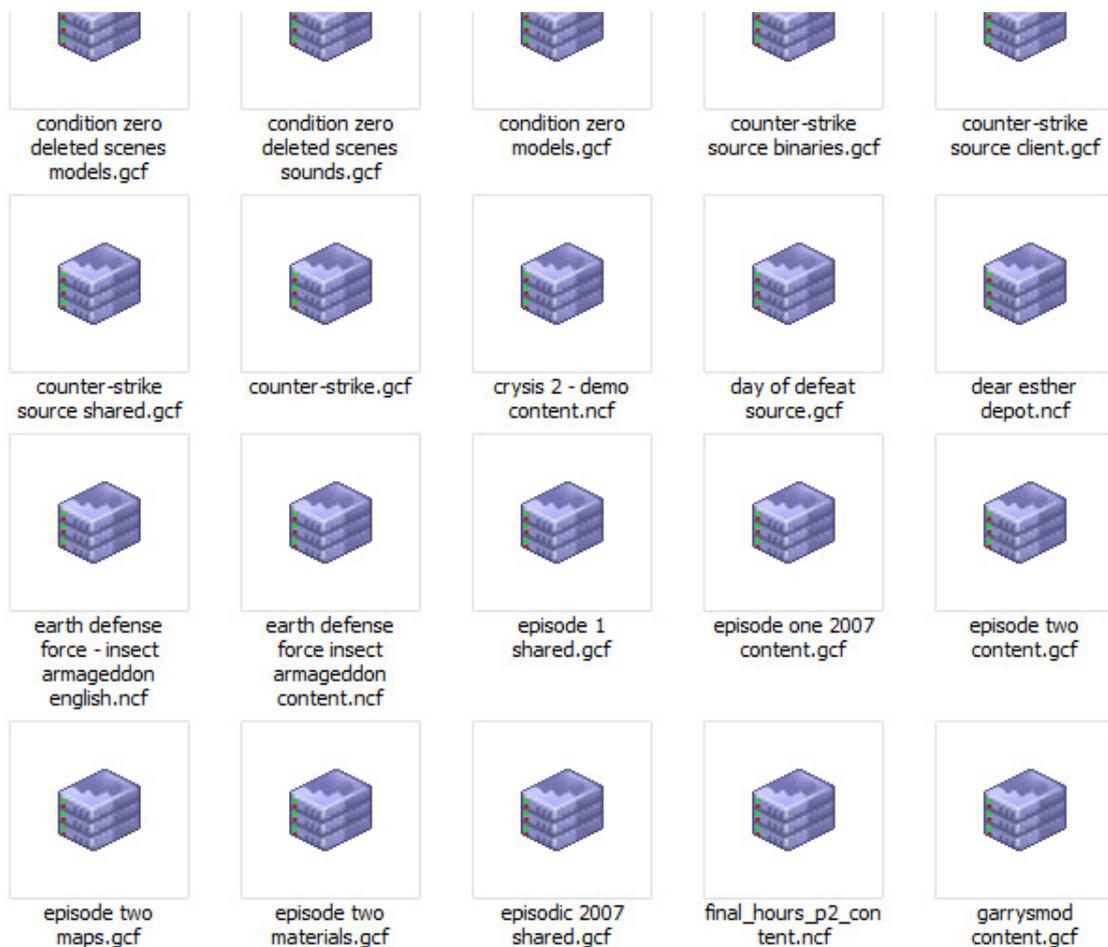
- Installed GCF file explorer and ready to use
- Installed model decompiler and all setting are right.
- Installed SMD importer Plug-in to your 3dsmax Plugin folder

Now let's get start with extracting bones.

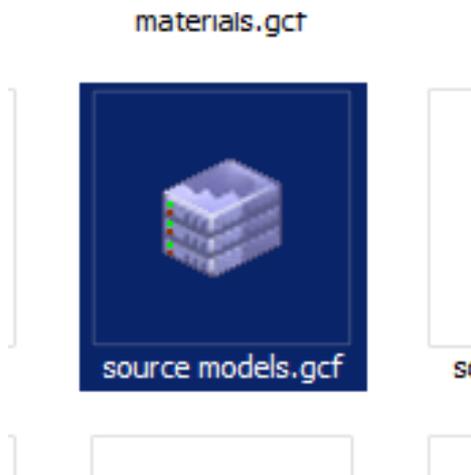
Go into your steam directory:

...\Steam\steamapps\

You will found dozen of files which in purple thumbnail. If you can see it on your pc, that's mean you install GCF file explorer in correct way.



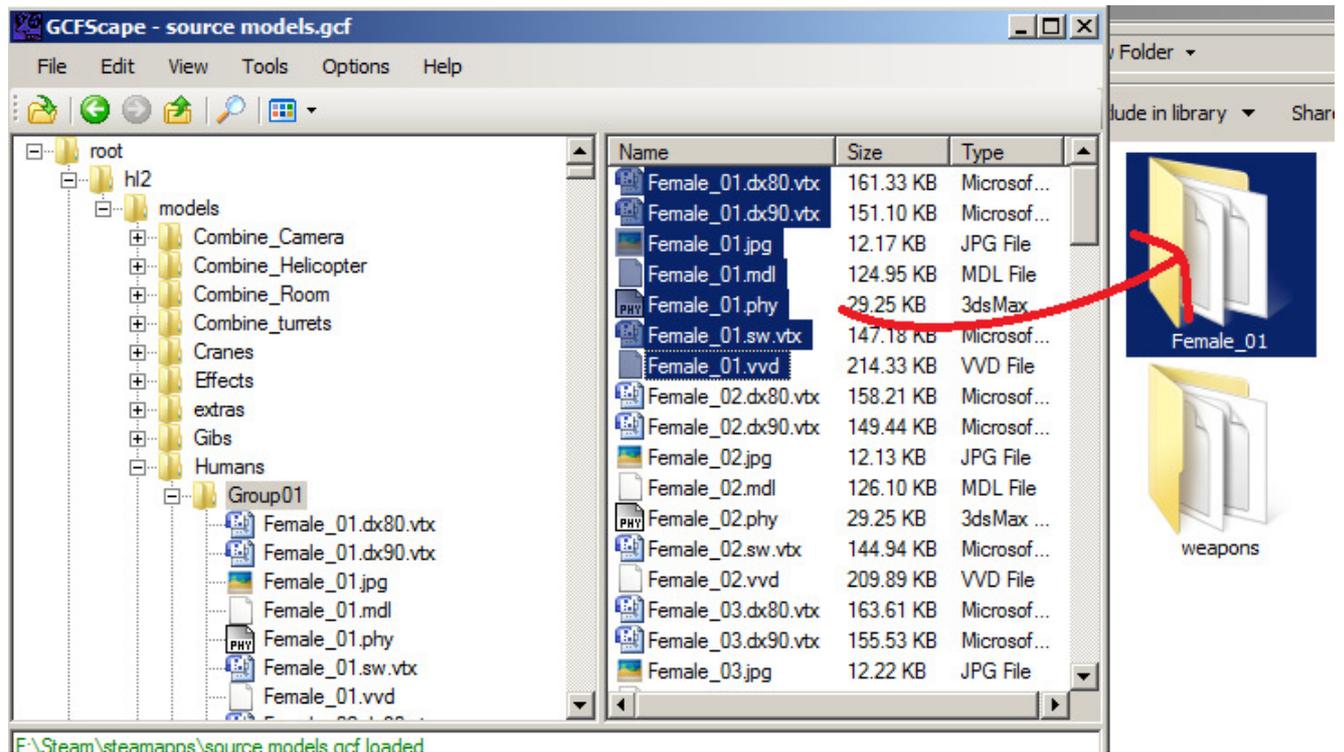
Go search for file which is called: **“source models.gcf”** and open it



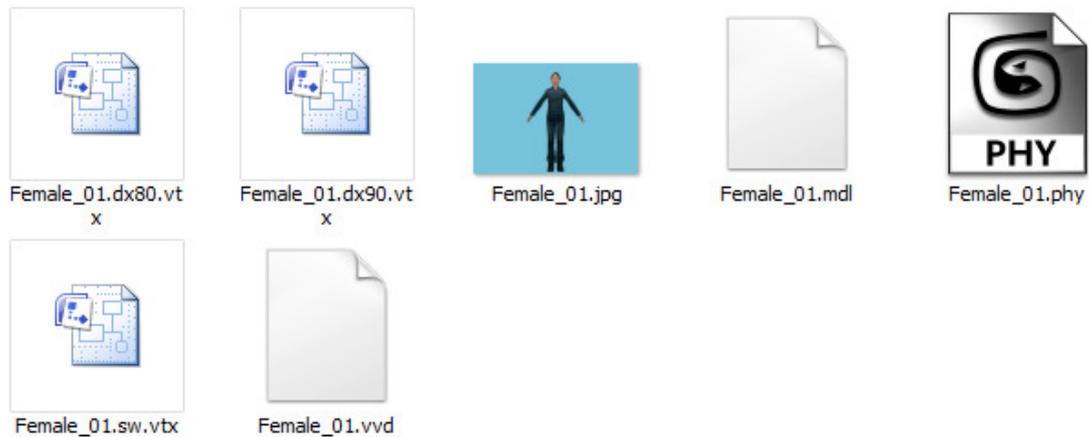
Now browse the file;

Root → hl2 → models → Humans → Group01 → ALL Female_01 files

Go extract all female_01 files into outside by creating a new folder for it

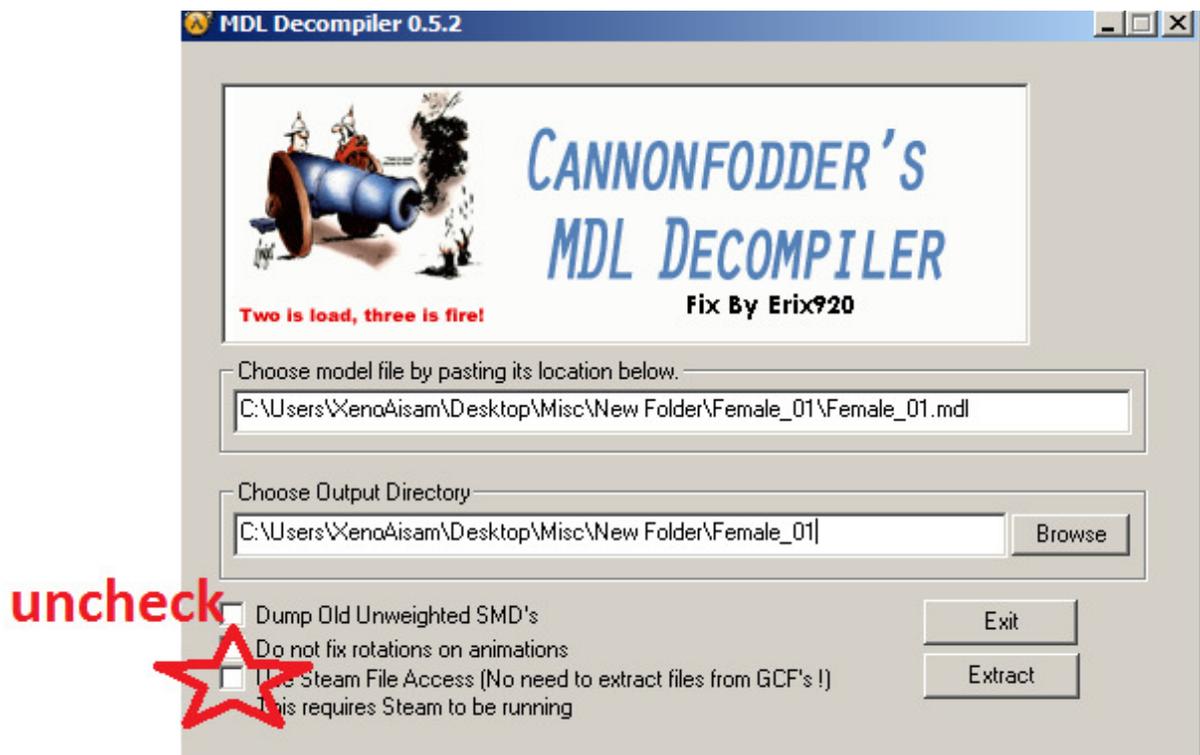


Inside folder you will see this list of files:

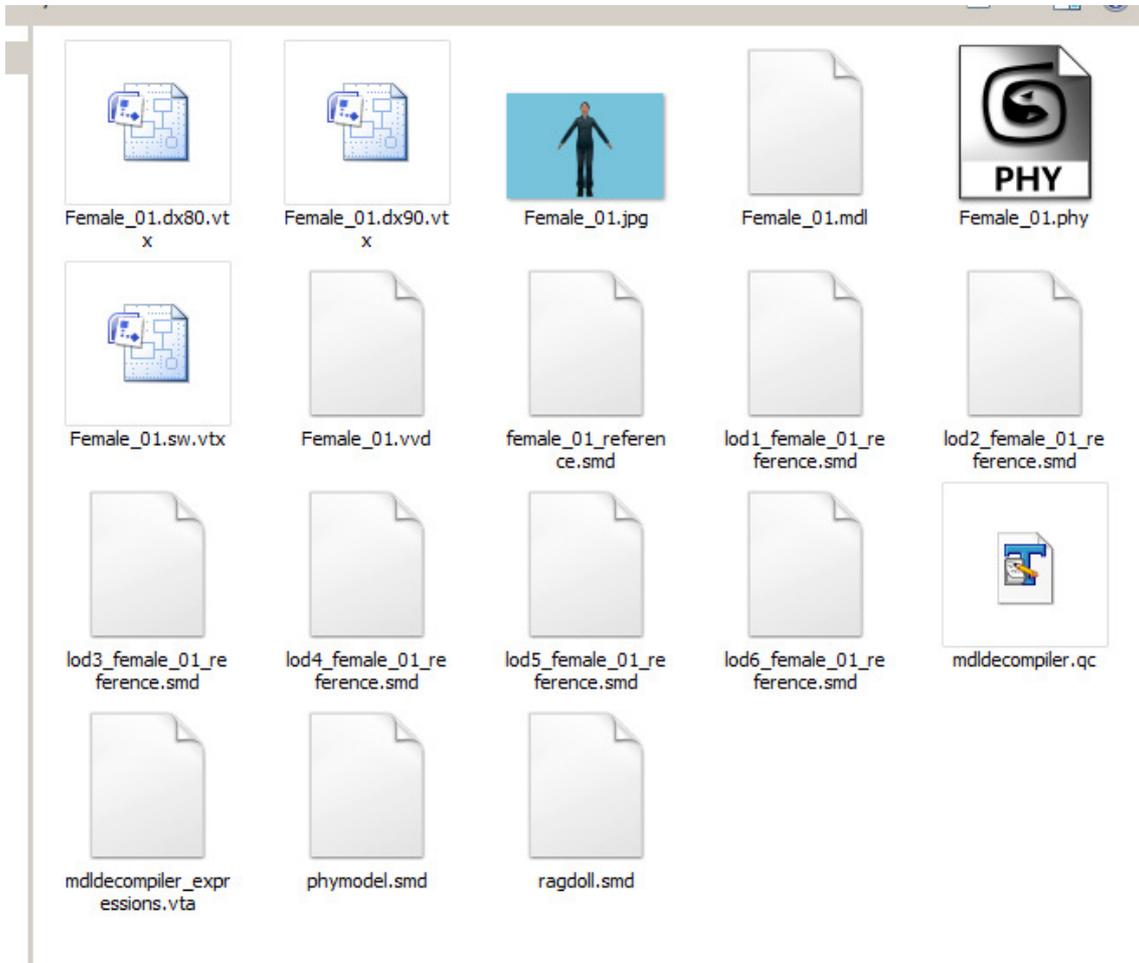


Now the important file is “Female_01.mdl”. We’re lucky, we don’t need to edit the file because this model use old source engine format. Some of the new model might need to change “**IDST1 / IDST0 / IDST.**” Into “**IDST,**” but this model is already “**IDST,**” Why? Model decompiler only can read “IDST,”. Other type of IDST will produce error on decompiler.

Now load up your model decompiler, load this model and its output to extract. Please Uncheck “Use Steam File Access”

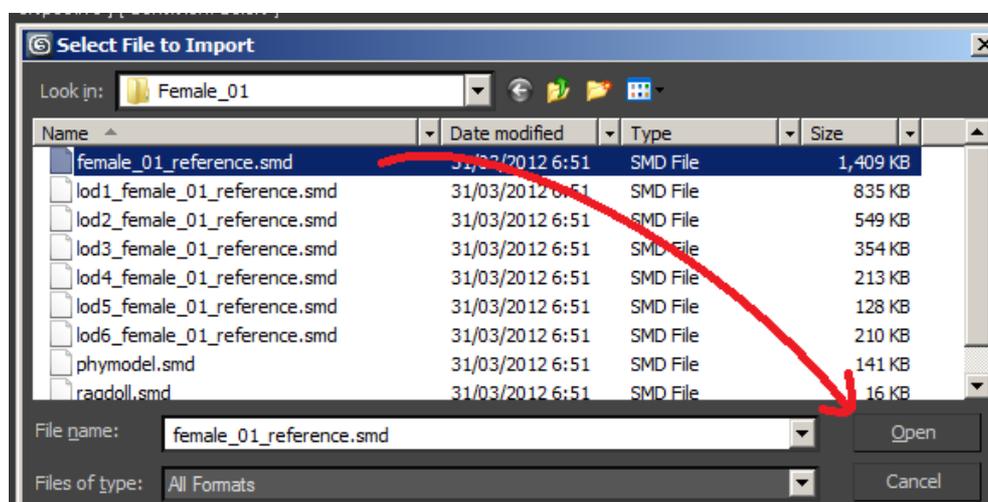


Make sure you're extracting it at the same new folder you have created. The result of extract, there's a numbers of files created:



Now what we're going to import into our model is "female_01_reference.smd"

Open back 3dsmax and your custom model, please import the file **female_01_reference.smd** into your 3dsmax

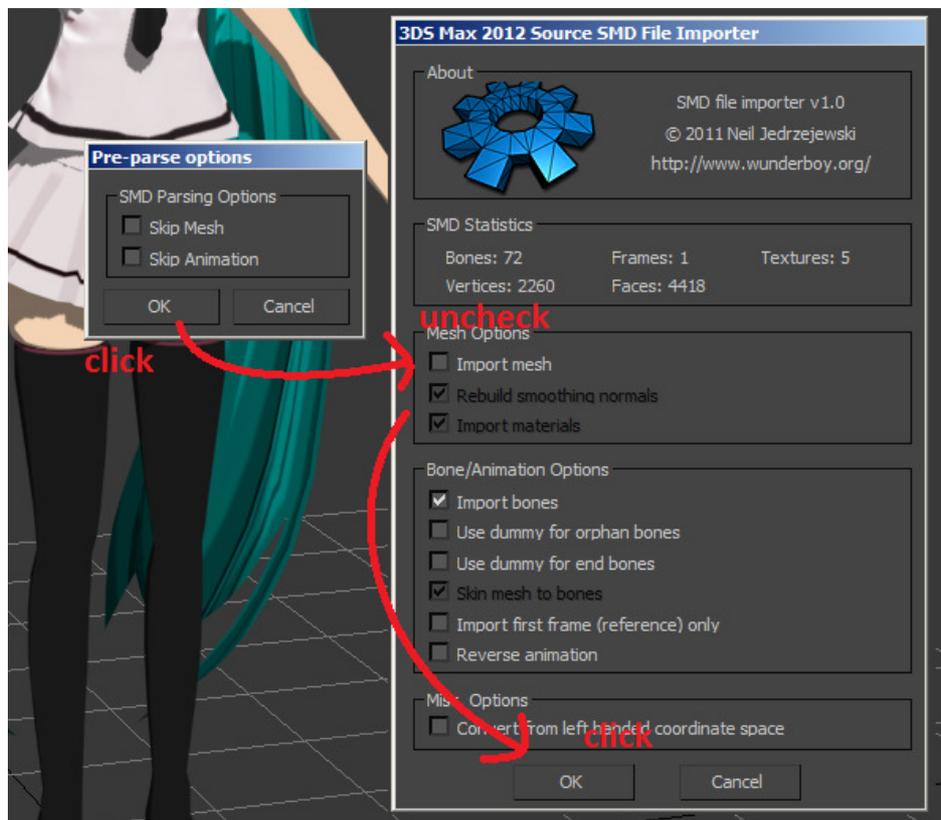


There's 2 possibilities if you're using both any Wunderboy or Cannonfodder SMD importer plugin. Just Follow the instruction:



For CannonFodder, Uncheck all except "Import Skeleton" then click OK

OR



For Wunderboy, Click OK at Pre-parse options, uncheck import mesh and click OK

Now you have bone figures appear at your model!

