
Subject: Viewing your 3rd person models ingame
Posted by [jamiejrg](#) on Sun, 25 Mar 2007 16:32:29 GMT
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Good afternoon,

So, I have been working on a number of models for GE and PD and I'm getting to the stage where thier rotation needs to be adjusted slightly. Problem is, I can't get a good view of the 3rd person model in game. Before renguard this wasn't a problem, I would just find a weapon with similaire characteristic (ie, shoulder, hip, pist etc) and just throw the model in the data folder under that name. But now renguard won't let me do that. My initial thought was to just set up AI spawners in LE so i could view soldiers externaly in game but i can't figure out how to get spawners working.

So, if anyone has any idea what i should do post em up. Or, if one can give me a few pointers on making spawners, that would work also.

Subject: Re: Viewing your 3rd person models ingame
Posted by [Dave Anderson](#) on Sun, 25 Mar 2007 16:34:25 GMT
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If its for testing, just run the game without Renguard, and do the testing on your own server.

Subject: Re: Viewing your 3rd person models ingame
Posted by [jamiejrg](#) on Sun, 25 Mar 2007 16:44:55 GMT
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I had no idea you could run renegade without renguard on. How?

KK, i got the spawners to work, i just gave 'em the M01_hunt_the_player script.

But i wouldn't mind knowing how to play without renguard, it would make the process alot ezier.

Jamie

Subject: Re: Viewing your 3rd person models ingame
Posted by [Dave Anderson](#) on Sun, 25 Mar 2007 16:52:39 GMT
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In your Renegade directory there are two executables that can launch the game. When Renguard is installed, it renames your original Game.exe to Game2.exe and puts its own Game.exe in the directory. You can use Game2.exe to run Renegade without using Renguard.

Subject: Re: Viewing your 3rd person models ingame
Posted by [jamiejrg](#) on Sun, 25 Mar 2007 16:56:30 GMT
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Thanks
