Subject: always.dat
Posted by _SSnipe_ on Mon, 04 Jun 2007 02:51:52 GMT
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i was talking to someone about how to add these cool things to maps and add stuff like a helipad on cp2 maps he said jsut pick an object and change the model so i picked a large_Blocker and replaced it with the model name of the nod helipad he told me and it worked!!! so i went into this server and they had a raptor that said was a gdi soldier so he changed the model of that now im wondering where did he find a raptor model at? and whats ot called now if there inside the aslways.dat does anyone know the list of availabl models?

it whould be cool to find the name of that raptor model and use it in my mod

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Subject: Re: always.dat
Posted by BlueThen on Mon, 04 Jun 2007 02:53:36 GMT
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There's a bunch of hidden character models.

clown.w3d
trike.w3d
dino.w3d
withered.w3d
mrtickles.w3d
squidfreek.w3d

That's about it I think...

Subject: Re: always.dat
Posted by _SSnipe_ on Mon, 04 Jun 2007 03:01:51 GMT
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ty!!!!!11 but does someone have like a list or somthing?

Subject: Re: always.dat
Posted by Dave Anderson on Mon, 04 Jun 2007 03:32:20 GMT
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I don't know if you're blind, but...
bluethen wrote:clown.w3d
trike.w3d
dino.w3d
withered.w3d
mrtickles.w3d

---

squidfreek.w3d

That's about it I think...

Subject: Re: always.dat
Posted by _SSnipe_ on Mon, 04 Jun 2007 03:33:06 GMT
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i thought theres more? like animals or somthing XD

Subject: Re: always.dat
Posted by Ryu on Mon, 04 Jun 2007 03:42:19 GMT
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There is a chicken.

Subject: Re: always.dat
Posted by _SSnipe_ on Mon, 04 Jun 2007 03:50:37 GMT
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anything just write the model down

ps how do i get them to work i replaced the techs model with one but nothing changed?

Subject: Re: always.dat
Posted by Dave Anderson on Mon, 04 Jun 2007 05:38:24 GMT
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Alex wrote on Sun, 03 June 2007 21:42There is a chicken.

Dan's chicken can lift a Mammoth Tank.

Subject: Re: always.dat
Posted by reborn on Mon, 04 Jun 2007 06:15:05 GMT
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Download this tool and install it:
http://www.game-maps.net/index.php?action=file&id=334

Using this tool, open your always.dat, found in your renegade install. To make it easier list the files by type, then browse all the files ending in .w3d.

Some may look familiar, some may not. Try them out and see what the models are. There are allot of other characters in there, but the funky ones have already been mentioned.

Subject: Re: always.dat
Posted by _SSnipe_ on Mon, 04 Jun 2007 06:32:21 GMT
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cool

Subject: Re: always.dat
Posted by Ryu on Mon, 04 Jun 2007 09:41:51 GMT
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Dave Anderson wrote on Mon, 04 June 2007 00:38Alex wrote on Sun, 03 June 2007 21:42There is a chicken.

Dan's chicken can lift a Mammoth Tank.

What the hell? That radioactive spider got the chicken, too?!

Subject: Re: always.dat
Posted by BlueThen on Mon, 04 Jun 2007 20:41:27 GMT
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bluethen wrote on Sun, 03 June 2007 21:53There's a bunch of hidden character models.

clown.w3d
trike.w3d
dino.w3d
withered.w3d
mrtickles.w3d
squidfreek.w3d

That's about it I think...
Ok, those can be used as the file path to. Just put in dino.w3d or whatever in the filepath for the model, and it should work. There is a chicken. The file path for that is characters\chicken\c_chicken.w3d .

You can find the chicken at Object > Soldier > GDI > GDI_Sydney > CnC_Sydney > CnC_Chicken. Yes. Sydney is a chicken. That's about all the hidden character models I know of.

Subject: Re: always.dat
Posted by _SSnipe_ on Mon, 04 Jun 2007 21:49:09 GMT
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ok so the first ones are blak paths just with the name and the second one (chicken is sydney) hmm i always thought she had chicken legs XD

Subject: Re: always.dat
Posted by npadul30 on Wed, 06 Jun 2007 16:09:51 GMT
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OMGwhat is the world (Renegade) coming to?