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Subject: More old characters in always.dat?  
Posted by [rrutk](#) on Thu, 24 Apr 2008 19:06:43 GMT  
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Old Sakura and Old Havoc (Logan) are in always.dat complete.

which more are there?

Found these textures. First three (c\_nod\_mg\_arm/body/head.tga) seems to be the old version of the nod minigunner? But where are his w3d-files?

The other two files may be parts of an old nod minigunner-officer (c\_nod\_mgo\_arm/head.tga) ?

Because both characters have another complete texturemap.

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### File Attachments

- 1) [c\\_nod\\_mg\\_arm.tga](#), downloaded 125 times
  - 2) [c\\_nod\\_mg\\_body.tga](#), downloaded 138 times
  - 3) [c\\_nod\\_mg\\_head.tga](#), downloaded 94 times
  - 4) [c\\_nod\\_mgo\\_arm.tga](#), downloaded 120 times
  - 5) [c\\_nod\\_mgo\\_head.tga](#), downloaded 107 times
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Subject: Re: More old characters in always.dat?  
Posted by [The Executor](#) on Thu, 24 Apr 2008 19:47:04 GMT  
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They don't have their own w3d. They use the current .w3d for the nod minigunner. They are just not combined together, you would have to do that and rename it to the current skin. also please don't start another thread with this crap. We already have one going already, only one is enough.

They already made Always.dat thread

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Subject: Re: More old characters in always.dat?  
Posted by [Stefan](#) on Sun, 27 Apr 2008 06:11:49 GMT  
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the beta apache... i think  
not a character, meh

some of the models might not be pre-release

Quote:also please don't start another thread with this crap. We already have one going already, only one is enough.

Eh, shut up?

#### File Attachments

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- 1) [v\\_nod\\_apache\\_m.w3d](#), downloaded 139 times
  - 2) [v\\_nod\\_turret.w3d](#), downloaded 94 times
  - 3) [B\\_Silo01.W3D](#), downloaded 113 times
  - 4) [pwr\\_chairs.gmax](#), downloaded 82 times
  - 5) [v\\_gdi\\_trnspt.w3d](#), downloaded 86 times
  - 6) [G\\_Comcntr.zip](#), downloaded 77 times
  - 7) [bx\\_samsite.gmax](#), downloaded 78 times
  - 8) [bx\\_samsite.tga](#), downloaded 94 times
  - 9) [B\\_Silo01.W3D](#), downloaded 92 times
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Subject: Re: More old characters in always.dat?

Posted by [HeavyX101- Left](#) on Sun, 27 Apr 2008 14:28:10 GMT

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WOW

Great stefan

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