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 miniguner? But where are his w3d-files?

The other two files may be parts of an old nod miniguner-officer (c_nod_mgo_arm/head.tga) ?

Because both characters have another complete texturemap.

File Attachments
1) c_nod_mg_arm.tga, downloaded 188 times
2) c_nod_mg_body.tga, downloaded 197 times
3) c_nod_mg_head.tga, downloaded 152 times
4) c_nod_mgo_arm.tga, downloaded 186 times
5) c_nod_mgo_head.tga, downloaded 167 times

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 alredy made Always.dat thread

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

1) v_nod_apache_m.w3d, downloaded 211 times
2) v_nod_turret.w3d, downloaded 150 times
3) B_Silo01.W3D, downloaded 167 times
4) pwr_chairs.gmax, downloaded 136 times
5) v_gdi_trnspt.w3d, downloaded 139 times
6) G_Comcntr.zip, downloaded 133 times
7) bx_samsite.gmax, downloaded 133 times
8) bx_samsite.tga, downloaded 145 times
9) B_Silo01.W3D, downloaded 147 times

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