
Subject: Options

Posted by [thrash300](#) on Wed, 08 Oct 2008 13:13:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

How the fuck can I remove these options for at least 15 seconds.

Anyone?.

Subject: Re: Options

Posted by [danpaul88](#) on Wed, 08 Oct 2008 13:21:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Open it using W3D viewer, as you have already been told in the other topic you created. Stop creating multiple topics for the same thing.

Subject: Re: Options

Posted by [thrash300](#) on Wed, 08 Oct 2008 13:25:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Wed, 08 October 2008 08:21 Open it using W3D viewer, as you have already been told in the other topic you created. Stop creating multiple topics for the same thing.

But I want the console just like it is without the options spinning and everything just without the options on it.

Subject: Re: Options

Posted by [danpaul88](#) on Wed, 08 Oct 2008 13:28:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

The options are in a separate W3D file, so just open the BACKGROUND W3D file in W3D Viewer. Easy...

Subject: Re: Options

Posted by [thrash300](#) on Wed, 08 Oct 2008 13:29:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Wed, 08 October 2008 08:28 The options are in a separate W3D file, so just open the BACKGROUND W3D file in W3D Viewer. Easy...

I hope that I am not bugging the shit out of you. Anyways were can I get a W.D.3. viewer.

Subject: Re: Options

Posted by [Dean20056](#) on Wed, 08 Oct 2008 13:54:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Wed, 08 October 2008 08:29danpaul88 wrote on Wed, 08 October 2008 08:28The options are in a seperate W3D file, so just open the BACKGROUND W3D file in W3D Viewer. Easy...

I hope that I am not bugging the shit out of you. Anyways were can I get a W.D.3. viewer.

im no master mind but i would try google

Subject: Re: Options

Posted by [thrash300](#) on Wed, 08 Oct 2008 13:55:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dean20056 wrote on Wed, 08 October 2008 08:54thrash300 wrote on Wed, 08 October 2008 08:29danpaul88 wrote on Wed, 08 October 2008 08:28The options are in a seperate W3D file, so just open the BACKGROUND W3D file in W3D Viewer. Easy...

I hope that I am not bugging the shit out of you. Anyways were can I get a W.D.3. viewer.

im no master mind but i would try google

I did try it and I downloaded RenX but no .w3d viewer.

Subject: Re: Options

Posted by [thrash300](#) on Wed, 08 Oct 2008 14:24:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Wed, 08 October 2008 08:28The options are in a seperate W3D file, so just open the BACKGROUND W3D file in W3D Viewer. Easy...

I searched for the file in the always data but I couldn't find it.

Subject: Re: Options

Posted by [Samous Mods](#) on Wed, 08 Oct 2008 14:59:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Wed, 08 October 2008 09:24danpaul88 wrote on Wed, 08 October 2008 08:28The options are in a seperate W3D file, so just open the BACKGROUND W3D file in W3D Viewer. Easy...

I searched for the file in the always data but I couldn't find it.
omg

Subject: Re: Options
Posted by [Altzan](#) on Wed, 08 Oct 2008 15:01:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Isn't it in Renegade Public Tools? It installs RenX, LevelEdit, and W3D Viewer, at least for me.
Check your Start Menu or go to C:\Program Files\RenegadePublicTools\

Subject: Re: Options
Posted by [mrÄÄŞÄ-z](#) on Wed, 08 Oct 2008 15:12:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

HEY YO TRASHHAT YOU ARE TRASHING YOUR RENEGADEZ BY EDITING THIS W3D

Subject: Re: Options
Posted by [thrash300](#) on Wed, 08 Oct 2008 15:14:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Altzan wrote on Wed, 08 October 2008 10:01Isn't it in Renegade Public Tools? It installs RenX,
LevelEdit, and W3D Viewer, at least for me. Check your Start Menu or go to C:\Program
Files\RenegadePublicTools\

I just need to find this file BACKGROUND W3D I can't find it.

Subject: Re: Options
Posted by [mrÄÄŞÄ-z](#) on Wed, 08 Oct 2008 15:33:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

If_ blabla.w3d

Subject: Re: Options
Posted by [Spyder](#) on Wed, 08 Oct 2008 16:32:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd say: if_background.w3d

Subject: Re: Options
Posted by [Omar007](#) on Wed, 08 Oct 2008 17:48:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

quick guide:

Open your Always.dat with XCC Mixer or RenegadeEx
Search for if_background.w3d
Extract it
(now you should have installed RenegadePublicTools)
Fire up W3D Viewer (inside PublicTools folder)
Open the extracted if_background.w3d
And have fun trying around
Put back if_background.w3d to Renegade/Data folder
Go fireup renegade

Hope this was clear enough

Subject: Re: Options
Posted by [_SSnipe_](#) on Wed, 08 Oct 2008 19:46:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

w3d viewer is in renegade tools 2
here
<http://ftp.games.skynet.be/pub/ftp.westwood.com/renegade/tools/RenegadeToolsInstaller2.exe>

Subject: Re: Options
Posted by [thrash300](#) on Wed, 08 Oct 2008 23:39:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Omar007 wrote on Wed, 08 October 2008 12:48 quick guide:

Open your Always.dat with XCC Mixer or RenegadeEx
Search for if_background.w3d
Extract it
(now you should have installed RenegadePublicTools)
Fire up W3D Viewer (inside PublicTools folder)
Open the extracted if_background.w3d
And have fun trying around
Put back if_background.w3d to Renegade/Data folder
Go fireup renegade

Hope this was clear enough

Thanks for that we are talking about the Always data file aren't we because there are other files that can be opened too as a matter of fact I got really fucking confused I because opening almost

every data file that I saw in the folder.

Subject: Re: Options

Posted by [thrash300](#) on Thu, 09 Oct 2008 05:27:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Omar007 wrote on Wed, 08 October 2008 12:48quick guide:

Open your Always.dat with XCC Mixer or RenegadeEx

Search for if_background.w3d

Extract it

(now you should have installed RenegadePublicTools)

Fire up W3D Viewer (inside PublicTools folder)

Open the extracted if_background.w3d

And have fun trying around

Put back if_background.w3d to Renegade/Data folder

Go fireup renegade

Hope this was clear enough

HELP!! How do I import the textures for it?.

Subject: Re: Options

Posted by [thrash300](#) on Thu, 09 Oct 2008 07:36:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Omar007 wrote on Wed, 08 October 2008 12:48quick guide:

Open your Always.dat with XCC Mixer or RenegadeEx

Search for if_background.w3d

Extract it

(now you should have installed RenegadePublicTools)

Fire up W3D Viewer (inside PublicTools folder)

Open the extracted if_background.w3d

And have fun trying around

Put back if_background.w3d to Renegade/Data folder

Go fireup renegade

Hope this was clear enough

I can't figure out how to find the pictures that are missing.

It is probably a setting but I don't know how to work with the program and I don't know how to set

it to show the pictures.

Subject: Re: Options

Posted by [danpaul88](#) on Thu, 09 Oct 2008 07:59:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

You have to extract the relevant textures too (.tga or .dds) otherwise W3D viewer does not know where to find them. Go to the materials + icon and click it to see the list of files you need to extract, note that they will always have the .tga extension in W3D viewer, but they might be .dds inside always.dat, if so just use those.

Subject: Re: Options

Posted by [thrash300](#) on Thu, 09 Oct 2008 08:26:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Thu, 09 October 2008 02:59 You have to extract the relevant textures too (.tga or .dds) otherwise W3D viewer does not know where to find them. Go to the materials + icon and click it to see the list of files you need to extract, note that they will always have the .tga extension in W3D viewer, but they might be .dds inside always.dat, if so just use those.

Thanks for your help anyways I got the whole spinning effect but the E.V.A. I extracted it from the always data but it just doesn't show up in the if_background file W.T.F. can I make it do that show up where it is supposed to.

Here is the spinning effect I am almost done but the E.V.A. is now the only problem.

Subject: Re: Options

Posted by [danpaul88](#) on Thu, 09 Oct 2008 09:05:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

The spinning EVA is a separate W3D file (if_evagizmo.w3d IIRC, can't check as I am at work). There is an aggregate file that contains the two together, but it also has the animation for the menu options on it too, but so long as you don't actually extract the W3D for those menu options it should be able to load with just the EVA logo and the background.

I really don't see why your so desperate to do this though, it's just a desktop background after all...

Subject: Re: Options

Posted by [thrash300](#) on Fri, 10 Oct 2008 01:57:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Thu, 09 October 2008 04:05The spinning EVA is a seperate W3D file (if_evagizmo.w3d IIRC, can't check as I am at work). There is an aggregate file that contains the two together, but it also has the animation for the menu options on it too, but so long as you don't actually extract the W3D for those menu options it should be able to load with just the EVA logo and the background.

I really don't see why your so desperate to do this though, it's just a desktop background after all...

Can you tell me how to put the E.V.A. into it maybe I need to make a new file but I don't know how to do that new file.

Subject: Re: Options

Posted by [_SSnipe_](#) on Fri, 10 Oct 2008 02:07:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Thu, 09 October 2008 18:57danpaul88 wrote on Thu, 09 October 2008 04:05The spinning EVA is a seperate W3D file (if_evagizmo.w3d IIRC, can't check as I am at work). There is an aggregate file that contains the two together, but it also has the animation for the menu options on it too, but so long as you don't actually extract the W3D for those menu options it should be able to load with just the EVA logo and the background.

I really don't see why your so desperate to do this though, it's just a desktop background after all...

Can you tell me how to put the E.V.A. into it maybe I need to make a new file but I don't know how to do that new file.

To load them both dont you have to open both at same time then view them together?

Subject: Re: Options

Posted by [thrash300](#) on Sat, 11 Oct 2008 02:56:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Thu, 09 October 2008 21:07thrash300 wrote on Thu, 09 October 2008 18:57danpaul88 wrote on Thu, 09 October 2008 04:05The spinning EVA is a seperate W3D file (if_evagizmo.w3d IIRC, can't check as I am at work). There is an aggregate file that contains the two together, but it also has the animation for the menu options on it too, but so long as you don't actually extract the W3D for those menu options it should be able to load with just the EVA logo and the background.

I really don't see why your so desperate to do this though, it's just a desktop background after all...

Can you tell me how to put the E.V.A. into it maybe I need to make a new file but I don't know how to do that new file.

To load them both dont you have to open both at same time then view them together?

Does anybody really mind making me the file?.

Here is what I have. But it needs to have the following.

Ok I need this:

1. The Renegade background *WITHOUT the menu options fully animated.
2. The E.V.A. spinning at the left like it does in Renegades menu when you open it up.

Lastly I need them all to be fully animated in the .w3d viewer as one file send me that file if you do it.

Subject: Re: Options

Posted by [_SSnipe_](#) on Sat, 11 Oct 2008 05:21:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sorry dude no ones gonna make it for you...its not as hard so yuo think everyone told you enough how to do it

Subject: Re: Options

Posted by [Omar007](#) on Sat, 11 Oct 2008 08:26:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'll see what i can do. It's pritty simple. I only don't know if it's possible as 1 file since they are seperated in always.dat.

There is one thing i could try but that means you got ~3 w3d files.

I make a new one with evagizmo and if_background but that means you will have to keep them all in the same folder!!! I'll post if im done.

Subject: Re: Options

Posted by [thrash300](#) on Sat, 11 Oct 2008 19:42:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Omar007 wrote on Sat, 11 October 2008 03:26'I'll see what i can do. It's pritty simple. I only don't know if it's possible as 1 file since they are seperated in always.dat.

There is one thing i could try but that means you got ~3 w3d files.

I make a new one with evagizmo and if_background but that means you will have to keep them all in the same folder!!! I'll post if im done.

Thanks I will be checking back on this topic if you want instead of posting it you can just P.M. me.

Subject: Re: Options

Posted by [nopol10](#) on Tue, 14 Oct 2008 10:41:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you want the rotating thingy and the background with nothing else, add the line ChatHistory=U_Key in the keys.cfg, host your own server and lock it and press U. You'll then find the background and logo there, ready to be captured in video.

Subject: Re: Options

Posted by [Omar007](#) on Tue, 14 Oct 2008 14:01:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmm i tried around with it butm i really get mad on my PC

When i try to load them in my PC stops responding

I will see what i can do but that won't be ready very fast since i can't chance much on loading the models

Subject: Re: Options

Posted by [thrash300](#) on Thu, 16 Oct 2008 03:22:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Omar007 wrote on Tue, 14 October 2008 09:01Hmm i tried around with it butm i really get mad on my PC

When i try to load them in my PC stops responding

I will see what i can do but that won't be ready very fast since i can't chance much on loading the models

Do don't give up, I am counting on you.

Subject: Re: Options

Posted by [MGamer](#) on Thu, 16 Oct 2008 06:57:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Wed, 15 October 2008 22:22

Do don't

Subject: Re: Options

Posted by [Omar007](#) on Thu, 16 Oct 2008 12:40:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

This really sucks

When i try to load IF_EVAGIZMO.W3D into GMAX it stops responding and when i do it in 3DSMAX i lose the animations

If anyone has a solution on keeping the animations while importing into 3DSMAX i would be really happy

I'm sure it keeps the animations in GMAX because i have done that with IF_BACKGROUND.W3D

Subject: Re: Options

Posted by [thrash300](#) on Fri, 17 Oct 2008 19:39:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Thu, 09 October 2008 11:05The spinning EVA is a separate W3D file (if_evagizmo.w3d IIRC, can't check as I am at work). There is an aggregate file that contains the two together, but it also has the animation for the menu options on it too, but so long as you don't actually extract the W3D for those menu options it should be able to load with just the EVA logo and the background.

I really don't see why your so desperate to do this though, it's just a desktop background after all...

What is the aggregate file named so that I can find it.

Subject: Re: Options

Posted by [thrash300](#) on Thu, 23 Oct 2008 04:55:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Omar007 wrote on Thu, 16 October 2008 07:40This really sucks

When i try to load IF_EVAGIZMO.W3D into GMAX it stops responding and when i do it in 3DSMAX i lose the animations

If anyone has a solution on keeping the animations while importing into 3DSMAX i would be really happy

I'm sure it keeps the animations in GMAX because i have done that with IF_BACKGROUND.W3D

Did you get it to work. Maybe it is just you are not doing it the right way properly do you know how to use the programs.

Subject: Re: Options

Posted by [Distrbd21](#) on Thu, 23 Oct 2008 05:42:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Wed, 22 October 2008 23:55Omar007 wrote on Thu, 16 October 2008 07:40This really sucks

When i try to load IF_EVAGIZMO.W3D into GMAX it stops responding and when i do it in 3DSMAX i lose the animations

If anyone has a solution on keeping the animations while importing into 3DSMAX i would be really happy

I'm sure it keeps the animations in GMAX because i have done that with IF_BACKGROUND.W3D

Did you get it to work. Maybe it is just you are not doing it the right way properly do you know how to use the programs.

If i where you i would have not asked him if he knows how to use a program why you think he has it?

Subject: Re: Options

Posted by [MGamer](#) on Thu, 23 Oct 2008 06:25:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

i will see what i can do for you tomorrow just PM me so i can rememer

Subject: Re: Options

Posted by [thrash300](#) on Thu, 23 Oct 2008 23:56:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

MGamer wrote on Thu, 23 October 2008 01:25rememer

Rememer it.

Subject: Re: Options

Posted by [MGamer](#) on Fri, 24 Oct 2008 03:01:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Thu, 23 October 2008 18:56MGamer wrote on Thu, 23 October 2008 01:25rememer

Rememer it.

NEVAH!.....untill tomorrow

Subject: Re: Options

Posted by [thrash300](#) on Fri, 24 Oct 2008 05:48:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

MGamer wrote on Thu, 23 October 2008 22:01thrash300 wrote on Thu, 23 October 2008 18:56MGamer wrote on Thu, 23 October 2008 01:25rememer

Rememer it.

NEVAH!.....untill tomorrow

Do it or I will eat your cookies.

Subject: Re: Options

Posted by [MGamer](#) on Fri, 24 Oct 2008 18:40:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

my w3d crashes so i cant see if it worked

PS: you need all the textures in the same folder

File Attachments

1) [background.W3D](#), downloaded 97 times

Subject: Re: Options

Posted by [thrash300](#) on Sat, 25 Oct 2008 22:51:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

MGamer wrote on Fri, 24 October 2008 13:40my w3d crashes so i cant see if it worked

PS: you need all the textures in the same folder

You cookies are at risk.

Subject: Re: Options

Posted by [MGamer](#) on Sat, 25 Oct 2008 23:34:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Sat, 25 October 2008 17:51MGamer wrote on Fri, 24 October 2008 13:40my w3d crashes so i cant see if it worked

PS: you need all the textures in the same folder

You cookies are at risk.

it didnt worked?

Subject: Re: Options

Posted by [thrash300](#) on Mon, 27 Oct 2008 18:13:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

MGamer wrote on Sat, 25 October 2008 18:34thrash300 wrote on Sat, 25 October 2008 17:51MGamer wrote on Fri, 24 October 2008 13:40my w3d crashes so i cant see if it worked

PS: you need all the textures in the same folder

You cookies are at risk.
it didnt worked?

Im getting very confused, I tried almost everything, and the file still doesn't load the textures. I had the .w3d veiwer program open, RenegadeEx browsing the always.data file, and the folder for the background.w3d file and all its textures it doesn't load them can you must upload a file with the textures in it.

Subject: Re: Options

Posted by [MGamer](#) on Mon, 27 Oct 2008 18:43:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Mon, 27 October 2008 12:13MGamer wrote on Sat, 25 October 2008 18:34thrash300 wrote on Sat, 25 October 2008 17:51MGamer wrote on Fri, 24 October 2008 13:40my w3d crashes so i cant see if it worked

PS: you need all the textures in the same folder

You cookies are at risk.
it didnt worked?

Im getting very confused, I tried almost everything, and the file still doesn't load the textures. I had the .w3d veiwer program open, RenegadeEx browsing the always.data file, and the folder for the background.w3d file and all its textures it doesn't load them can you must upload a file with the textures in it.

File Attachments

1) [texture.jpg](#), downloaded 496 times

