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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 alot of other characters in there, but the funky ones have already been mentioned.

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