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.