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Subject: Re: Hmm, model viewer ingame?

Posted by [IronWarrior](#) on Sat, 10 May 2008 09:11:45 GMT

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nopol10 wrote on Sat, 10 May 2008 03:46 The new scripts have a new console command "view" that shwos you a W3D model that you want to view.

Type "view blah.w3d" in the console and it should display the model which you can spin around and stuff.

Ah awesome, this will really help me take clear screenshots of models with new textures for Game-Maps.NET

You wouldn't have a list of model names please?

Going through some in LE, but nothing turns up. :s

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