
Subject: Re: Hmm, model viewer ingame?

Posted by [IronWarrior](#) on Sat, 10 May 2008 09:48:23 GMT

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Dthdealer wrote on Sat, 10 May 2008 10:46 All the W3d names are in always.dat!
I've known of this for a long time. Never knew it was unknown by the community

I know that, but looking in there is the last resort since it's a right pain to open, look through them and find the correct file.

I had a look about 5 minutes ago, the files I tried, didn't work, so not sure if they are the wrong files, I believe they are the right ones, since they start with c_ag_blah_blah.w3d

Hmm. :s
