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Subject: Re: Looking for program to view Renegade models...

Posted by [Slave](#) on Sat, 28 Jun 2008 22:43:47 GMT

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Note that when viewing a character.w3d, you need the skeleton.w3d next to it. And possible other files it relates on.

Easiest way is to just unpack your entire always.dat to a folder, when filesize is no limit. Than open the character's w3d.

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