
Subject: models in the always.dat
Posted by [reborn](#) on Mon, 16 May 2005 20:01:02 GMT
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a chicken, cockroach, fly, pigeon, rat, scorpion, seagul and a squirrel exist, can anyone please tell me there exact file name and path please? Like characters\gdi mini-gunner\c_ag_gdi_mg.w3d is the GDI minnigunner, please state the same but for the above models... Or even better, tell me where i can find the buggers in level edit

Thankyou for reading and many thanks in advance for any useful help.

Subject: models in the always.dat
Posted by [Renardin6](#) on Mon, 16 May 2005 21:58:35 GMT
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Never found the scorpion of the intro video of first gdi mission.

I will try to.

Subject: models in the always.dat
Posted by [Deactivated](#) on Mon, 16 May 2005 22:27:02 GMT
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Only the scorpion and chicken models were made. Rest of them didn't make it to finish. The chicken is in always.dat. The scorpion is in M13.mix.

I did rat, fly, fish, butterfly and cockroach models for the W3D version of Commando mod. I was about to make a fox as well, but it felt too complicated to me.

<http://www.cnc-source.com/files/pafiledb.php?action=file&id=519>

Subject: models in the always.dat
Posted by [Spice](#) on Tue, 17 May 2005 02:48:15 GMT
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You got that TV off turbosquid.

Subject: models in the always.dat
Posted by [Deactivated](#) on Tue, 17 May 2005 05:28:47 GMT
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EXdeath7You got that TV off turbosquid.

Nope, I modified the original WW model and made a new texture for it.

Subject: models in the always.dat
Posted by [Spice](#) on Tue, 17 May 2005 08:47:38 GMT
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CommandoSREXdeath7You got that TV off turbosquid.

Nope, I modified the original WW model and made a new texture for it.

I thought I saw it on turbosquid like a long time ago. It was different though.
