Subject: Post your Always.dat oddities!
Posted by Oblivion165 on Thu, 17 Apr 2008 06:54:13 GMT

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Just when I thought that there would be no surprises left in the old gal, something like this shows up:

A fully rigged Squid freak.
W3D: "squidfreek.w3d"
Always.dat

So I got to thinking that lets all share the oddities that exist.

Format to post:
Picture
Name
Source(W3d or whatever is needed to find it)
Archive name

File Attachments
1) squid.jpg, downloaded 954 times

Subject: Re: Post your Always.dat oddities!
Posted by IronWarrior on Thu, 17 Apr 2008 15:40:32 GMT
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Must be a joke no?

Subject: Re: Post your Always.dat oddities!
Posted by Starbuzz on Thu, 17 Apr 2008 15:43:13 GMT
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Krusty Krab Patty

Subject: Re: Post your Always.dat oddities!
Posted by danpaul88 on Thu, 17 Apr 2008 15:55:43 GMT
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No joke, there really is a file called squidfreek in the always.dat, I just checked. Dunno if it really

---

looks like that, but I would assume it does.

Edit: just extracted the file, it's texture is called 'eyeboy', so maybe that is it's name?

Subject: Re: Post your Always.dat oddities!
Posted by Jerad2142 on Thu, 17 Apr 2008 17:14:04 GMT
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The eyeboy thing is in always, I have found a lot of others as well, there is a clown, the dinosaurs (people know about those I'm sure) some guy with a top hat, at least 2 skins that were never used (one of sakura and one of some dead guy freak thing, no model to go with to my knowledge though). And much more.

Subject: Re: Post your Always.dat oddities!
Posted by GEORGE ZIMMER on Thu, 17 Apr 2008 17:33:17 GMT
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The "dead guy" thing is "withered.w3d", if that's what you were referring to.

It's pretty interesting ingame, as it even has modeled fingers. Sadly, due to w3d's limitations, they just stand still.

Subject: Re: Post your Always.dat oddities!
Posted by The Executor on Thu, 17 Apr 2008 17:50:57 GMT
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The guy with the top hat is the character in RxD and in the EKT marathon server. "The Hard Nut, Mr. Tickles"

You just got the hard nut, Mr. Tickles
MSwindows just got the hard nut, Mr. Tickles

Lol and it is some 100 hp character with a shotgun and a auto rifle.

EDIT:

There is also a whole conversation in the begging of the always.dat that talks about the tiberium harvester's claws, and how deadly they are.

Subject: Re: Post your Always.dat oddities!
Posted by Jerad2142 on Thu, 17 Apr 2008 18:02:36 GMT
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Cabal8616 wrote on Thu, 17 April 2008 11:33The "dead guy" thing is "withered.w3d", if that's what you were referring to.

It's pretty interesting ingame, as it even has modeled fingers. Sadly, due to w3d's limitations, they just stand still.
LOL, thats not a w3d limitation, thats simply a lazy Westwood EA animator limitation, if we wanted to we could redo all the 3d models, bone the fingers, and make those move to. Then the animations would just have to use them. I have been thinking for quite a while now about redoing the first person hand models so that the fingers could bend at the knuckles, but right now I'm not in the mood.

Subject: Re: Post your Always.dat oddities!
Posted by TD on Thu, 17 Apr 2008 22:03:22 GMT
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Jerad Gray wrote on Thu, 17 April 2008 20:02Cabal8616 wrote on Thu, 17 April 2008 11:33The "dead guy" thing is "withered.w3d", if that's what you were referring to.

It's pretty interesting ingame, as it even has modeled fingers. Sadly, due to w3d's limitations, they just stand still.
LOL, thats not a w3d limitation, thats simply a lazy Westwood EA animator limitation, if we wanted to we could redo all the 3d models, bone the fingers, and make those move to. Then the animations would just have to use them. I have been thinking for quite a while now about redoing the first person hand models so that the fingers could bend at the knuckles, but right now I'm not in the mood.
Monthly period?

Subject: Re: Post your Always.dat oddities!
Posted by BlueThen on Thu, 17 Apr 2008 22:04:49 GMT
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There's several of these characters in always.dat, I have all of them in some of my old mods. Nothing new really...

Subject: Re: Post your Always.dat oddities!
Posted by Lone0001 on Thu, 17 Apr 2008 22:45:57 GMT
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danpaul88 wrote on Thu, 17 April 2008 11:55No joke, there really is a file called squidfreek in the always.dat, I just checked. Dunno if it really looks like that, but I would assume it does.

Edit: just extracted the file, it's texture is called 'eyeboy', so maybe that is it's name?

Most servers that let you !buy it call it "bush" I believe unless I'm mixing it up with another one.

Subject: Re: Post your Always.dat oddities!
Posted by Canadacdn on Thu, 17 Apr 2008 23:26:18 GMT
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Oblivion, you've been modding Ren for how long and you didn't know about the secret characters?!

Subject: Re: Post your Always.dat oddities!
Posted by bisen11 on Fri, 18 Apr 2008 00:53:33 GMT
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MSwindows wrote on Thu, 17 April 2008 13:50The guy with the top hat is the character in RxD and in the EKT marathon server. "The Hard Nut, Mr. Tickles"

You just got the hard nut, Mr. Tickles
MSwindows just got the hard nut, Mr. Tickles

Lol and it is some 100 hp character with a shotgun and a auto rifle.

EDIT:

There is also a whole conversation in the begging of the always.dat that talks about the tiberium harvester's claws, and how deadly they are.
I believe it's actually the mad hatter. That server just happened to name it that instead.

Subject: Re: Post your Always.dat oddities!
Posted by Oblivion165 on Fri, 18 Apr 2008 01:03:46 GMT
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Canadacdn wrote on Thu, 17 April 2008 19:26Oblivion, you've been modding Ren for how long and you didn't know about the secret characters?!

Oblivion165 wrote on Thu, 17 April 2008 02:54Just when I thought that there would be no surprises left in the old gal, something like this shows up

The main ones you can get from the menu are old news. I'm talking the things you find in there that are never used nor have seen before.

Subject: Re: Post your Always.dat oddities!
Posted by OWA on Fri, 18 Apr 2008 11:40:59 GMT
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Oblivion165 wrote on Fri, 18 April 2008 02:03
The main ones you can get from the menu are old news. I'm talking the things you find in there

that are never used nor have seen before.
Check out this topic from over a year ago. Link.

Also, check out this.

Subject: Re: Post your Always.dat oddities!
Posted by IronWarrior on Fri, 18 Apr 2008 12:17:06 GMT
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Seen all them before, Reborns death match mode has a few of these models.

I wonder if that grey model alien thing was gonna be used as a scrin in Renegade?

Subject: Re: Post your Always.dat oddities!
Posted by LR01 on Fri, 18 Apr 2008 14:52:19 GMT
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IronWarrior wrote on Fri, 18 April 2008 14:17Seen all them before, Reborns death match mode has a few of these models.

I wonder if that grey model alien thing was gonna be used as a scrin in Renegade?

interesting, who knows...

Subject: Re: Post your Always.dat oddities!
Posted by The Executor on Fri, 18 Apr 2008 15:55:16 GMT
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Ummmm some of thoes characters are in RxD.

Subject: Re: Post your Always.dat oddities!
Posted by GEORGE ZIMMER on Fri, 18 Apr 2008 20:31:50 GMT
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It coulda been, or coulda been used as a mutant of sorts.

Subject: Re: Post your Always.dat oddities!
Posted by Renx on Fri, 18 Apr 2008 21:22:46 GMT
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http://www.n00bstories.com/image.fetch.php?id=1163354902
http://www.n00bstories.com/image.fetch.php?id=1199514681
http://www.n00bstories.com/image.fetch.php?id=1244388850
http://www.n00bstories.com/image.fetch.php?id=1230004908
http://www.n00bstories.com/image.fetch.php?id=1193136609

most of those images are 3+ years old

Subject: Re: Post your Always.dat oddities!
Posted by renalpha on Fri, 18 Apr 2008 22:39:14 GMT
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lol rene clown sex

Subject: Re: Post your Always.dat oddities!
Posted by _SSnipe_ on Sun, 20 Apr 2008 19:08:52 GMT
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THERES A SKIN FILE THATS NOT EVEN A SKIN IN THERE ITS JUST PICTURE OF
LIKE.....THOSE ROBOT FIGHTING THINGS

Subject: Re: Post your Always.dat oddities!
Posted by danpaul88 on Mon, 21 Apr 2008 06:56:59 GMT
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That's because they are not skin files, they are image files which happen to contain TEXTURES.
And those same image files can therefore contain images of anything, same as a jpg file can.

The robots fighting are, IIRC, the original robot that the Chameleon model was based on, which
was made by the WW team to enter into a robot battle thing.

Subject: Re: Post your Always.dat oddities!
Posted by _SSnipe_ on Mon, 21 Apr 2008 21:36:22 GMT
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here

File Attachments
1) deathtransitioneffect.dds, downloaded 130 times

Subject: Re: Post your Always.dat oddities!
Posted by mrÃ£Ã§Ä·z on Mon, 21 Apr 2008 21:41:48 GMT
View Forum Message <> Reply to Message

SSnipe wrote on Mon, 21 April 2008 16:36here

Thats the "Chamaleon" in Real life

Subject: Re: Post your Always.dat oddities!
Posted by The Executor on Tue, 22 Apr 2008 15:37:44 GMT
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I hate how the charmelon is disabled in most severs. I like it when it is not and you drive it and people are like "WTF IS THAT" The AGT has trouble hitting the nod chamelon so it is great for a chamelon rush.

Subject: Re: Post your Always.dat oddities!
Posted by Spoony on Tue, 22 Apr 2008 17:40:44 GMT
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yes, I'm sure a couple of meds will be completely unable to stop a chameleon rush, and as a bonus, they definitely won't hear it coming a mile off either

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Subject: Re: Post your Always.dat oddities!
Posted by TD on Tue, 22 Apr 2008 18:18:38 GMT
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Spoony, I demand you allow extras to be used in clanwars, just for the chameleon.

Subject: Re: Post your Always.dat oddities!
Posted by The Executor on Tue, 22 Apr 2008 19:17:32 GMT
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Stop being a jerk off spoony, It is much smaller and thinner so it is hard to hit, also they do hear it from far away, but just becuase they hear it does not mean that the charmelon is rushing.

Subject: Re: Post your Always.dat oddities!
Posted by TD on Tue, 22 Apr 2008 19:30:47 GMT
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Man, I just changed my mind, this Chameleon could cause easy wins for Nod, please ignore my idea.

Subject: Re: Post your Always.dat oddities!
Posted by The Executor on Tue, 22 Apr 2008 19:33:27 GMT
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Thanks, I have a supporter! Don't forget that there is a GDI charmelon, right?

Subject: Re: Post your Always.dat oddities!
Posted by TD on Tue, 22 Apr 2008 19:55:36 GMT
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Nothing would bring me more satisfaction than having Chameleon vs Chameleon fights in clanwars.

Subject: Re: Post your Always.dat oddities!
Posted by HeavyX101- Left on Wed, 23 Apr 2008 00:46:21 GMT
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I found some odd stuff lol. i dont think no one could find these lol

File Attachments
1) secretveh.JPG, downloaded 436 times

Subject: Re: Post your Always.dat oddities!
Posted by Renx on Wed, 23 Apr 2008 04:15:26 GMT
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There is nothing in the always.dat that hasn't been seen before.

Subject: Re: Post your Always.dat oddities!
Posted by The Executor on Wed, 23 Apr 2008 12:25:18 GMT
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TD wrote on Tue, 22 April 2008 20:55Nothing would bring me more satisfaction than having Chameleon vs Chameleon fights in clanwars.

How can that be possible, the charmelon is not armed, they have no weapon. Except thoes spinning claws of death.....

@ HeavyX101 where did you find thoes weapons/guns? What is there file name and stuff and where did you get them?

Subject: Re: Post your Always.dat oddities!
Posted by EvilWhiteDragon on Wed, 23 Apr 2008 13:56:57 GMT
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MSwindows wrote on Wed, 23 April 2008 14:25TD wrote on Tue, 22 April 2008 20:55Nothing would bring me more satisfaction than having Chameleon vs Chameleon fights in clanwars.

How can that be possible, the charmelon is not armed, they have no weapon. Except thoes spinning claws of death.....

@ HeavyX101 where did you find thoes weapons/guns? What is there file name and stuff and where did you get them?
Perhaps he was making a joke >.>

Subject: Re: Post your Always.dat oddities!
Posted by The Executor on Wed, 23 Apr 2008 15:22:43 GMT
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Maybe....

Subject: Re: Post your Always.dat oddities!
Posted by TD on Wed, 23 Apr 2008 15:48:53 GMT
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Do I fucking look like a renerager who jerks off to fucking loud-ass NON-fucking-stealth chafuckeleons who serve no other purpose than alerting the other team "HEY WERE ARE FUCKING CUMMING TO UR BASE, CUM DESTROY US HARD BEFORE WE ARRIVE, EVEN THOUGH WE HAVE NO FUCKING GUN TO "SHOOT" UR FACE WITH"?

Subject: Re: Post your Always.dat oddities!
Posted by The Executor on Wed, 23 Apr 2008 15:52:00 GMT
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I don't get it

Subject: Re: Post your Always.dat oddities!
Posted by TD on Wed, 23 Apr 2008 15:55:02 GMT
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And you never will...

Subject: Re: Post your Always.dat oddities!
Posted by Starbuzz on Wed, 23 Apr 2008 15:59:12 GMT
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TD wrote on Wed, 23 April 2008 10:48Do I fucking look like a renerager who jerks off to fucking loud-ass NON-fucking-stealth chafuckeleons who serve no other purpose than alerting the other team "HEY WERE ARE FUCKING CUMMING TO UR BASE, CUM DESTROY US HARD BEFORE WE ARRIVE, EVEN THOUGH WE HAVE NO FUCKING GUN TO "SHOOT" UR FACE WITH"?

lol

EDIT:

No...more like LMFAO!

Subject: Re: Post your Always.dat oddities!
Posted by The Executor on Wed, 23 Apr 2008 16:02:01 GMT
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from the funny quotes forum bastard!

Subject: Re: Post your Always.dat oddities!
Posted by Starbuzz on Wed, 23 Apr 2008 16:03:39 GMT
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MSwindows wrote on Wed, 23 April 2008 11:02from the funny quotes forum bastard!

Pwned

Subject: Re: Post your Always.dat oddities!
Posted by The Executor on Wed, 23 Apr 2008 16:06:58 GMT
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Who or what just got pwned?

Subject: Re: Post your Always.dat oddities!
Posted by HeavyX101- Left on Wed, 23 Apr 2008 19:40:00 GMT
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1. v_mgemplacement.w3d
2. v_nod_gunemp.w3d
no jokes

Subject: Re: Post your Always.dat oddities!
Posted by The Executor on Wed, 23 Apr 2008 19:49:56 GMT
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See there, I guess it was not a joke. Thoes turrets look pretty sweet I hope they are boned and
ready to go.

Subject: Re: Post your Always.dat oddities!
Posted by HeavyX101- Left on Wed, 23 Apr 2008 19:58:30 GMT
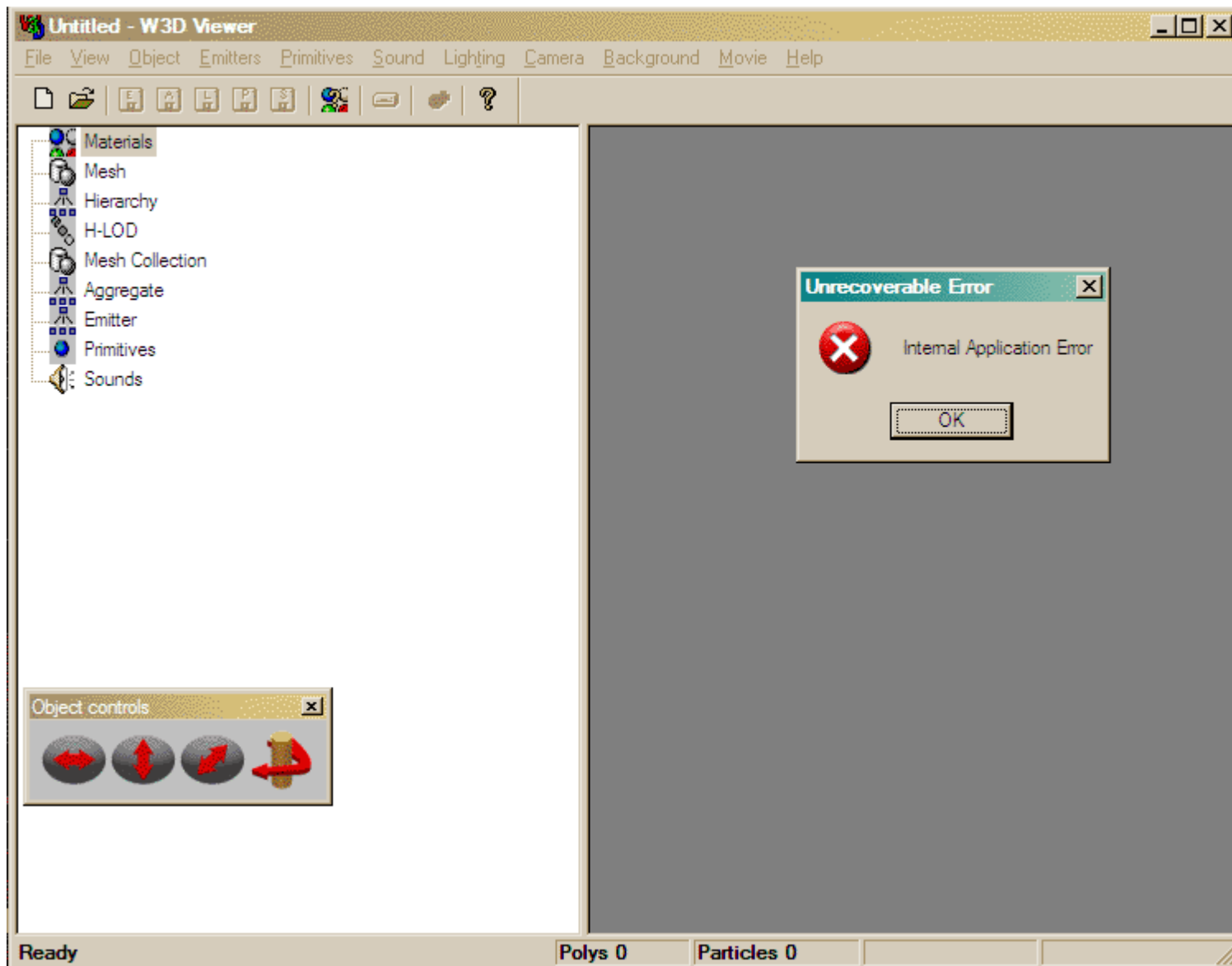View Forum Message <> Reply to Message

they are already boned

Subject: Re: Post your Always.dat oddities!
Posted by Veyrdite on Thu, 24 Apr 2008 02:18:10 GMT
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Quote:1. v_mgemplacement.w3d
2. v_nod_gunemp.w3d
I believe I made a topic a year or so back about the hud icon I found for one of these.
Other than that ty for finding them.

withered won't open lol

File Attachments
1) witheredW3Dview.gif, downloaded 237 times

2) `witheredW3Dview_thumb.jpg`, downloaded 351 times

Subject: Re: Post your Always.dat oddities!
Posted by Canadacdn on Thu, 24 Apr 2008 02:33:26 GMT
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Dthdealer wrote on Wed, 23 April 2008 21:18Quote:1. v_mgemplacement.w3d
2. v_nod_gunemp.w3d
I believe I made a topic a year or so back about the hud icon I found for one of these.
Other than that ty for finding them.

withered won't open lol

Yeah, I believe that was about the "turrets" the technicians would have been able to deploy.

Subject: Re: Post your Always.dat oddities!
Posted by jnz on Thu, 24 Apr 2008 09:14:07 GMT
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http://forum.blackintel.org/index.php/topic,1065.0.html
Not exactly always.dat but still renegade. Read down a bit

Subject: Re: Post your Always.dat oddities!
Posted by The Executor on Thu, 24 Apr 2008 19:40:54 GMT
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I don't get it, what exactly am I looking at?

Subject: Re: Post your Always.dat oddities!
Posted by Reaver11 on Thu, 24 Apr 2008 20:48:04 GMT
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You missed one heavy ^^ (Well not really it isnt in the always anymore)

Subject: Re: Post your Always.dat oddities!
Posted by HeavyX101- Left on Thu, 24 Apr 2008 22:17:10 GMT
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kewl
credit for u for finding the middle one

Subject: Re: Post your Always.dat oddities!
Posted by BlueThen on Thu, 24 Apr 2008 22:20:13 GMT
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HeavyX101 wrote on Thu, 24 April 2008 17:17kewl

credit for u for finding the middle one
Weren't you banned, HORQWER?

Subject: Re: Post your Always.dat oddities!
Posted by HeavyX101- Left on Thu, 24 Apr 2008 22:41:12 GMT
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what?
who is HORQWER

Subject: Re: Post your Always.dat oddities!
Posted by nikki6ixx on Thu, 24 Apr 2008 22:44:33 GMT
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HeavyX101 wrote on Thu, 24 April 2008 17:41what?
who is HORQWER

Dude, just give it up already. I'm sure if you just asked Goztow nicely, he'd let you back in...

Subject: Re: Post your Always.dat oddities!
Posted by HeavyX101- Left on Thu, 24 Apr 2008 22:48:26 GMT
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what are u guys talking about ?

Subject: Re: Post your Always.dat oddities!
Posted by Goztow on Fri, 25 Apr 2008 06:26:01 GMT
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nikki6ixx wrote on Fri, 25 April 2008 00:44HeavyX101 wrote on Thu, 24 April 2008 17:41what?
who is HORQWER

Dude, just give it up already. I'm sure if you just asked Goztow nicely, he'd let you back in...
We have known for a while now that Heavyx101 is actually HORQWER (thanks for the report on that a few days ago). But he has been behaving since he made his new account and I must admit it amused me seeing him trying to deny the obvious .

Subject: Re: Post your Always.dat oddities!
Posted by Veyrdite on Fri, 25 Apr 2008 07:04:37 GMT
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Is all that this forums does is pick on him? What happened to manners?

edit:Goztow wrote on Fri, 25 April 2008 16:26
But he has been behaving since he made his new account
!rec Goztow

Subject: Re: Post your Always.dat oddities!
Posted by HeavyX101- Left on Fri, 25 Apr 2008 11:04:29 GMT
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well ok
it is horqwer
hey to all
i'm trying to behave because i lost lots of my best friends from renegade because they said that i
did not behave good in renforums so i dicided to make a new account and be a new person lol
btw thanks for not banning me again

Subject: Re: Post your Always.dat oddities!
Posted by Goztow on Fri, 25 Apr 2008 11:06:28 GMT
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It's up to you now, really .

Now let's get back on topic. More always.dat odities, please!

Subject: Re: Post your Always.dat oddities!
Posted by TD on Fri, 25 Apr 2008 12:05:59 GMT
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Goztow will 'always' be 'dat' oddity that no-one has ever found in it'.'

Subject: Re: Post your Always.dat oddities!
Posted by The Executor on Fri, 25 Apr 2008 15:38:55 GMT
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HAHA ^^ Anyway why don't you post the old model, the one that was in the middle.

Subject: Re: Post your Always.dat oddities!
Posted by Veyrdite on Sat, 26 Apr 2008 02:41:39 GMT
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010101_a.wav and onwards are conversations from two nod soldiers. Just double-click on them in XCC one at a time to hear them.

Subject: Re: Post your Always.dat oddities!
Posted by Rocko on Sat, 26 Apr 2008 03:39:33 GMT
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fukin nerds coming in ruining dreams

Subject: Re: Post your Always.dat oddities!
Posted by Goztow on Sat, 26 Apr 2008 09:03:02 GMT
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Rocko wrote on Sat, 26 April 2008 05:39fukin nerds coming in ruining dreams
Last warning Rocko, your spam needs to stop.

Subject: Re: Post your Always.dat oddities!
Posted by jnz on Sat, 26 Apr 2008 16:00:34 GMT
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The Executor wrote on Thu, 24 April 2008 20:40I don't get it, what exactly am I looking at?

read down the topic.