
Subject: Hmm, model viewer ingame?

Posted by [IronWarrior](#) on Sat, 10 May 2008 08:16:43 GMT

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So many years ago... I remember something in Renegade that allowed you to view units as they spin around, anyone remember this, was it a mod..

Hmm, thinking about it... was it something in the missions that you could look up.. am sure it was in the options menu. :s

Subject: Re: Hmm, model viewer ingame?

Posted by [MacKinsey](#) on Sat, 10 May 2008 08:24:56 GMT

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IronWarrior wrote on Sat, 10 May 2008 03:16So many years ago... I remember something in Renegade that allowed you to view units as they spin around, anyone remember this, was it a mod..

Hmm, thinking about it... was it something in the missions that you could look up.. am sure it was in the options menu. :s

You can see some models and spin them around when you are installing renegade

Subject: Re: Hmm, model viewer ingame?

Posted by [nopol10](#) on Sat, 10 May 2008 08:46:17 GMT

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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.

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 03:46The 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

Subject: Re: Hmm, model viewer ingame?

Posted by [Veyrdite](#) on Sat, 10 May 2008 09:46:01 GMT

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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

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 10:46All 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 tired, 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_bla_bla.w3d

Hmm. :s

Subject: Re: Hmm, model viewer ingame?

Posted by [ErroR](#) on Sat, 10 May 2008 19:55:40 GMT

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in single player you can view models and their descriptions (in pause menu)

Subject: Re: Hmm, model viewer ingame?

Posted by [_SSnipe_](#) on Sat, 10 May 2008 20:10:03 GMT

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is all this ingame?

i tryed it ingame and with no luck can anyone telling me what im doing wrong? need ss or anything?

Subject: Re: Hmm, model viewer ingame?
Posted by [_SSnipe_](#) on Sat, 10 May 2008 20:36:07 GMT
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SSnipe wrote on Sat, 10 May 2008 13:10is all this ingame?

i tryed it ingame and with no luck can anyone telling me what im doing wrong? need ss or anything?
i type view then file name and nothign happens

Subject: Re: Hmm, model viewer ingame?
Posted by [nopol10](#) on Sat, 10 May 2008 23:58:05 GMT
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IronWarrior wrote on Sat, 10 May 2008 17:48Dthdealer wrote on Sat, 10 May 2008 10:46All the W3d names are in always.dat!

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I had a look about 5 minutes ago, the files I tired, 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_blaah_blaah.w3d

Hmm. :s

My bad, you have to type in the name of the W3d without .w3d.

Subject: Re: Hmm, model viewer ingame?
Posted by [_SSnipe_](#) on Sun, 11 May 2008 01:58:19 GMT
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nopol10 wrote on Sat, 10 May 2008 16:58IronWarrior wrote on Sat, 10 May 2008 17:48Dthdealer wrote on Sat, 10 May 2008 10:46All the W3d names are in always.dat!
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Hmm. :s

My bad, you have to type in the name of the W3d without .w3d.

wont work for me...

sp i type view c_chicken
and nothing happen i tryed with the .w3d
i try c_ag_nod_sniper
with and without the w3d and still nothing

edit: can this be done ingame or like on a fds or what?

Subject: Re: Hmm, model viewer ingame?

Posted by [IronWarrior](#) on Sun, 11 May 2008 15:21:26 GMT

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nopol10 wrote on Sat, 10 May 2008 18:58IronWarrior wrote on Sat, 10 May 2008 17:48Dthdealer wrote on Sat, 10 May 2008 10:46All the W3d names are in always.dat!
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Hmm. :s

My bad, you have to type in the name of the W3d without .w3d.

Oh. :s

Subject: Re: Hmm, model viewer ingame?

Posted by [_SSnipe_](#) on Sun, 11 May 2008 16:23:06 GMT

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still wont work for me any ideas?

Subject: Re: Hmm, model viewer ingame?

Posted by [HeavyX101- Left](#) on Sun, 11 May 2008 17:29:58 GMT

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didnt work for me eather, i just see a blank windows that says some thing like Model Viewer on the top
we need some people the test the scripts if there isnt any of them

Subject: Re: Hmm, model viewer ingame?

Posted by [_SSnipe_](#) on Sun, 11 May 2008 17:31:38 GMT

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HeavyX101 wrote on Sun, 11 May 2008 10:29didnt work for me eather, i just see a blank windows that says some thing like Model Viewer on the top
we need some people the test the scripts if there isnt any of them
i press f8 then type view and shows the message...then i type in model...with and without the .w3d
tryed 3 models...and yet hit enter and nothing happens

Subject: Re: Hmm, model viewer ingame?

Posted by [HeavyX101- Left](#) on Sun, 11 May 2008 17:38:14 GMT

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do u even a see a window pop up?

Subject: Re: Hmm, model viewer ingame?

Posted by [_SSnipe_](#) on Sun, 11 May 2008 17:41:14 GMT

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ahh window...idk i see the words...

Subject: Re: Hmm, model viewer ingame?

Posted by [HeavyX101- Left](#) on Sun, 11 May 2008 17:50:03 GMT

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u should see a window poped up after u hit enter

Subject: Re: Hmm, model viewer ingame?

Posted by [_SSnipe_](#) on Sun, 11 May 2008 17:51:55 GMT

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HeavyX101 wrote on Sun, 11 May 2008 10:50u should see a window poped up after u hit enter
nope....

Subject: Re: Hmm, model viewer ingame?

Posted by [HeavyX101- Left](#) on Sun, 11 May 2008 17:52:58 GMT

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completely reinstall ur scripts and then try again

Subject: Re: Hmm, model viewer ingame?
Posted by [_SSnipe_](#) on Sun, 11 May 2008 17:53:46 GMT
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HeavyX101 wrote on Sun, 11 May 2008 10:52completely reinstall ur scripts and then try again
u think i should use installer or manuel?

Subject: Re: Hmm, model viewer ingame?
Posted by [IronWarrior](#) on Sun, 11 May 2008 17:54:24 GMT
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<http://www.game-maps.net/?action=file&id=828>

Scripts 3.4.4

Subject: Re: Hmm, model viewer ingame?
Posted by [_SSnipe_](#) on Sun, 11 May 2008 17:57:15 GMT
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IronWarrior wrote on Sun, 11 May 2008 10:54<http://www.game-maps.net/?action=file&id=828>

Scripts 3.4.4
lol theres 2 installers 1 by saberhawk and that one are they all the same?

Subject: Re: Hmm, model viewer ingame?
Posted by [HeavyX101- Left](#) on Sun, 11 May 2008 17:59:06 GMT
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same because they are made by one person

Subject: Re: Hmm, model viewer ingame?
Posted by [_SSnipe_](#) on Sun, 11 May 2008 18:02:15 GMT
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still...nothing....is this done ingame?

Subject: Re: Hmm, model viewer ingame?
Posted by [_SSnipe_](#) on Mon, 12 May 2008 03:39:59 GMT
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nvm i got it

Subject: Re: Hmm, model viewer ingame?
Posted by [HeavyX101- Left](#) on Mon, 12 May 2008 10:32:19 GMT
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LMAO

Subject: Re: Hmm, model viewer ingame?
Posted by [mrÃ£Ã§Ã·z](#) on Mon, 12 May 2008 10:46:13 GMT
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File Attachments

1) [Unbenannt.JPG](#), downloaded 379 times

Model Viewer



Renegade

SW



200

200

Credits: 494

Restzeit: 00:24

Subject: Re: Hmm, model viewer ingame?

Posted by [HeavyX101- Left](#) on Mon, 12 May 2008 11:00:55 GMT

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How did you get the obelisk on gdi soldiers head? Just kiddin'.

Subject: Re: Hmm, model viewer ingame?

Posted by [mrÃ£Ã§Ã·z](#) on Mon, 12 May 2008 11:11:28 GMT

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view enc_nobl

Subject: Re: Hmm, model viewer ingame?

Posted by [IronWarrior](#) on Mon, 12 May 2008 12:44:57 GMT

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Yeah that worked.

Awesome, I wonder if there is a way to change the background.
