Subject: Hmm, model viewer ingame?

Posted by IronWarrior on Sat, 10 May 2008 08:16:43 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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_blah_blah.w3d

Hmm.:s

Subject: Re: Hmm, model viewer ingame?

Posted by ErroR on Sat, 10 May 2008 19:55:40 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

is all this ingame?

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

Aggs 2 of 0 Congreted from Command and Congrets Borogoda Official Forume

Subject: Re: Hmm, model viewer ingame?

Posted by SSnipe on Sat, 10 May 2008 20:36:07 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

IronWarrior wrote on Sat, 10 May 2008 17:48Dthdealer 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_blah_blah.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

View Forum Message <> Reply to Message

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! 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_blah_blah.w3d

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

View Forum Message <> Reply to Message

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! 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_blah_blah.w3d

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

IronWarrior wrote on Sun, 11 May 2008 10:54http://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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

still...nothing....is this done ingame?

Subject: Re: Hmm, model viewer ingame?

Posted by _SSnipe_ on Mon, 12 May 2008 03:39:59 GMT

View Forum Message <> Reply to Message

nvm i got it

Subject: Re: Hmm, model viewer ingame? Posted by HeavyX101- Left on Mon, 12 May 2008 10:32:19 GMT

View Forum Message <> Reply to Message

LMAO

Subject: Re: Hmm, model viewer ingame?

Posted by mrãçÄ·z on Mon, 12 May 2008 10:46:13 GMT

View Forum Message <> Reply to Message

File Attachments

1) Unbenannt.JPG, downloaded 291 times

Page 7 of 9 ---- Generated from Command and Conquer: Renegade Official Forums

Model Viewer

Subject: Re: Hmm, model viewer ingame? Posted by HeavyX101- Left on Mon, 12 May 2008 11:00:55 GMT

View Forum Message <> Reply to Message

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

Subject: Re: Hmm, model viewer ingame?

Posted by mrãçÄ·z on Mon, 12 May 2008 11:11:28 GMT

View Forum Message <> Reply to Message

view enc_nobl

Subject: Re: Hmm, model viewer ingame? Posted by IronWarrior on Mon, 12 May 2008 12:44:57 GMT

View Forum Message <> Reply to Message

Yeah that worked.

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