Subject: Options
Posted by thrash300 on Wed, 08 Oct 2008 13:13:45 GMT
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How the fuck can I remove these options for at least 15 seconds.

Anyone?.

Subject: Re: Options
Posted by danpaul88 on Wed, 08 Oct 2008 13:21:28 GMT
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Open it using W3D viewer, as you have already been told in the other topic you created. Stop creating multiple topics for the same thing.

Subject: Re: Options
Posted by thrash300 on Wed, 08 Oct 2008 13:25:58 GMT
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danpaul88 wrote on Wed, 08 October 2008 08:21Open it using W3D viewer, as you have already been told in the other topic you created. Stop creating multiple topics for the same thing.

But I want the consile just like it is without the options spinning and everything just without the options on it.

Subject: Re: Options
Posted by danpaul88 on Wed, 08 Oct 2008 13:28:17 GMT
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The options are in a seperate W3D file, so just open the BACKGROUND W3D file in W3D Viewer. Easy...

Subject: Re: Options
Posted by thrash300 on Wed, 08 Oct 2008 13:29:44 GMT
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danpaul88 wrote on Wed, 08 October 2008 08:28The options are in a seperate W3D file, so just open the BACKGROUND W3D file in W3D Viewer. Easy...

I hope that I am not bugging the shit out of you. Anyways were can I get a W.D.3. viewer.

Subject: Re: Options
Posted by Dean20056 on Wed, 08 Oct 2008 13:54:49 GMT
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thrash300 wrote on Wed, 08 October 2008 08:29danpaul88 wrote on Wed, 08 October 2008 08:28The options are in a seperate W3D file, so just open the BACKGROUND W3D file in W3D Viewer. Easy...

I hope that I am not bugging the shit out of you. Anyways were can I get a W.D.3. viewer.

im no master mind but i would try google

Subject: Re: Options
Posted by thrash300 on Wed, 08 Oct 2008 13:55:45 GMT
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Dean20056 wrote on Wed, 08 October 2008 08:54thrash300 wrote on Wed, 08 October 2008 08:29danpaul88 wrote on Wed, 08 October 2008 08:28The options are in a seperate W3D file, so just open the BACKGROUND W3D file in W3D Viewer. Easy...

I hope that I am not bugging the shit out of you. Anyways were can I get a W.D.3. viewer.

im no master mind but i would try google

I did try it and I downloaded RenX but no .w3d viewer.

Subject: Re: Options
Posted by thrash300 on Wed, 08 Oct 2008 14:24:00 GMT
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danpaul88 wrote on Wed, 08 October 2008 08:28The options are in a seperate W3D file, so just open the BACKGROUND W3D file in W3D Viewer. Easy...

I searched for the file in the always data but I coulden't find it.

Subject: Re: Options
Posted by Samous Mods on Wed, 08 Oct 2008 14:59:50 GMT
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thrash300 wrote on Wed, 08 October 2008 09:24danpaul88 wrote on Wed, 08 October 2008 08:28The options are in a seperate W3D file, so just open the BACKGROUND W3D file in W3D Viewer. Easy...

I searched for the file in the always data but I couldn't find it.
omg

Subject: Re: Options
Posted by Altzan on Wed, 08 Oct 2008 15:01:10 GMT
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Isn't it in Renegade Public Tools? It installs RenX, LevelEdit, and W3D Viewer, at least for me.
Check your Start Menu or go to C:\Program Files\RenegadePublicTools\

Subject: Re: Options
Posted by mrÃ£Ã§Ä·z   on Wed, 08 Oct 2008 15:12:06 GMT
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HEY YO TRASHHAT YOU ARE TRASHING YOUR RENEGADEZ BY EDITING THIS W3D

Subject: Re: Options
Posted by thrash300 on Wed, 08 Oct 2008 15:14:50 GMT
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Altzan wrote on Wed, 08 October 2008 10:01Isn't it in Renegade Public Tools? It installs RenX,
LevelEdit, and W3D Viewer, at least for me. Check your Start Menu or go to C:\Program
Files\RenegadePublicTools\

I just need to find this file BACKGROUND W3D I can't find it.

Subject: Re: Options
Posted by mrÃ£Ã§Ä·z   on Wed, 08 Oct 2008 15:33:56 GMT
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If_ blabla.w3d

Subject: Re: Options
Posted by Spyder on Wed, 08 Oct 2008 16:32:06 GMT
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I'd say: if_background.w3d

Subject: Re: Options
Posted by Omar007 on Wed, 08 Oct 2008 17:48:57 GMT

quick guide:

Open your Always.dat with XCC Mixer or RenegadeEx
Search for if_background.w3d
Extract it
(now you should have installed RenegadePublicTools)
Fire up W3D Viewer (inside PublicTools folder)
Open the extracted if_background.w3d
And have fun trying around
Put back if_background.w3d to Renegade/Data folder
Go fireup renegade

Hope this was clear enough

Subject: Re: Options
Posted by _SSnipe_ on Wed, 08 Oct 2008 19:46:10 GMT

w3d viewer is in renegade tools 2
here
 http://ftp.games.skynet.be/pub/ftp.westwood.com/renegade/tools/RenegadeToolsInst aller2.exe

---

Subject: Re: Options
Posted by thrash300 on Wed, 08 Oct 2008 23:39:00 GMT

Omar007 wrote on Wed, 08 October 2008 12:48quick guide:

Open your Always.dat with XCC Mixer or RenegadeEx
Search for if_background.w3d
Extract it
(now you should have installed RenegadePublicTools)
Fire up W3D Viewer (inside PublicTools folder)
Open the extracted if_background.w3d
And have fun trying around
Put back if_background.w3d to Renegade/Data folder
Go fireup renegade

Hope this was clear enough

Thanks for that we are talking about the Always data file aren't we because there are other files
that can be opened too as a matter of fact I got really fucking confused I because opening almost

every data file that I saw in the folder.

Subject: Re: Options
Posted by thrash300 on Thu, 09 Oct 2008 05:27:01 GMT
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Omar007 wrote on Wed, 08 October 2008 12:48quick guide:

Open your Always.dat with XCC Mixer or RenegadeEx
Search for if_background.w3d
Extract it
(now you should have installed RenegadePublicTools)
Fire up W3D Viewer (inside PublicTools folder)
Open the extracted if_background.w3d
And have fun trying around
Put back if_background.w3d to Renegade/Data folder
Go fireup renegade

Hope this was clear enough

HELP!! How do I import the textures for it?.

Subject: Re: Options
Posted by thrash300 on Thu, 09 Oct 2008 07:36:06 GMT
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Omar007 wrote on Wed, 08 October 2008 12:48quick guide:

Open your Always.dat with XCC Mixer or RenegadeEx
Search for if_background.w3d
Extract it
(now you should have installed RenegadePublicTools)
Fire up W3D Viewer (inside PublicTools folder)
Open the extracted if_background.w3d
And have fun trying around
Put back if_background.w3d to Renegade/Data folder
Go fireup renegade

Hope this was clear enough

I can't figure out how to find the pictures that are missing.

It is probably a setting but I don't know how to work with the program and I don't know how to set

it to show the pictures.

Subject: Re: Options
Posted by danpaul88 on Thu, 09 Oct 2008 07:59:26 GMT
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You have to extract the relevant textures too (.tga or .dds) otherwise W3D viewer does not know where to find them. Go to the materials + icon and click it to see the list of files you need to extract, note that they will always have the .tga extension in W3D viewer, but they might be .dds inside always.dat, if so just use those.

Subject: Re: Options
Posted by thrash300 on Thu, 09 Oct 2008 08:26:54 GMT
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danpaul88 wrote on Thu, 09 October 2008 02:59You have to extract the relevant textures too (.tga or .dds) otherwise W3D viewer does not know where to find them. Go to the materials + icon and click it to see the list of files you need to extract, note that they will always have the .tga extension in W3D viewer, but they might be .dds inside always.dat, if so just use those.

Thanks for your help anyways I got the whole spinning effect but the E.V.A. I extracted it from the always data but it just doesen't show up in the if_background file W.T.F. can I make it do that show up where it is supposed to.

Here is the spinning effect I am almost done but the E.V.A. is now the only problem.

Subject: Re: Options
Posted by danpaul88 on Thu, 09 Oct 2008 09:05:18 GMT
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The spinning EVA is a seperate W3D file (if_evagizmo.w3d IIRC, can't check as I am at work). There is an aggregate file that contains the two together, but it also has the animation for the menu options on it too, but so long as you don't actually extract the W3D for those menu options it should be able to load with just the EVA logo and the background.

I really don't see why your so desperate to do this though, it's just a desktop background after all...

Subject: Re: Options
Posted by thrash300 on Fri, 10 Oct 2008 01:57:47 GMT
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danpaul88 wrote on Thu, 09 October 2008 04:05The spinning EVA is a seperate W3D file (if_evagizmo.w3d IIRC, can't check as I am at work). There is an aggregate file that contains the two together, but it also has the animation for the menu options on it too, but so long as you don't actually extract the W3D for those menu options it should be able to load with just the EVA logo and the background.

I really don't see why your so desperate to do this though, it's just a desktop background after all...

Can you tell me how to put the E.V.A. into it maybe I need to make a new file but I don't know how to do that new file.

Subject: Re: Options
Posted by _SSnipe_ on Fri, 10 Oct 2008 02:07:42 GMT
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thrash300 wrote on Thu, 09 October 2008 18:57danpaul88 wrote on Thu, 09 October 2008 04:05The spinning EVA is a seperate W3D file (if_evagizmo.w3d IIRC, can't check as I am at work). There is an aggregate file that contains the two together, but it also has the animation for the menu options on it too, but so long as you don't actually extract the W3D for those menu options it should be able to load with just the EVA logo and the background.

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Can you tell me how to put the E.V.A. into it maybe I need to make a new file but I don't know how to do that new file.
To load them both dont you have to open both at same time then view them together?

Subject: Re: Options
Posted by thrash300 on Sat, 11 Oct 2008 02:56:52 GMT
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SSnipe wrote on Thu, 09 October 2008 21:07thrash300 wrote on Thu, 09 October 2008 18:57danpaul88 wrote on Thu, 09 October 2008 04:05The spinning EVA is a seperate W3D file (if_evagizmo.w3d IIRC, can't check as I am at work). There is an aggregate file that contains the two together, but it also has the animation for the menu options on it too, but so long as you don't actually extract the W3D for those menu options it should be able to load with just the EVA logo and the background.

I really don't see why your so desperate to do this though, it's just a desktop background after all...

Can you tell me how to put the E.V.A. into it maybe I need to make a new file but I don't know how to do that new file.
To load them both dont you have to open both at same time then view them together?

Does anybody really mind making me the file?.

Here is what I have. But it needs to have the following.

Ok I need this:

1. The Renegade backround *WITHOUT the menu options fully animated.
2. The E.V.A. spinning at the left like it does in Renegades menu when you open it up.

Lastly I need them all to be fully animated in the .w3d viewer as one file send me that file if you do it.

Subject: Re: Options
Posted by _SSnipe_ on Sat, 11 Oct 2008 05:21:01 GMT
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Sorry dude no ones gonna make it for you...its not as hard so yuo think everyone told you enough how to do it

---

Subject: Re: Options
Posted by Omar007 on Sat, 11 Oct 2008 08:26:53 GMT
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I'll see what i can do. It's pritty simple. I only don't know if it's possible as 1 file since they are seperated in always.dat.

There is one thing i could try but that means you got ~3 w3d files.
I make a new one with evagizmo and if_background but that means you will have to keep them all in the same folder!!! I'll post if im done.

Subject: Re: Options
Posted by thrash300 on Sat, 11 Oct 2008 19:42:16 GMT
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Omar007 wrote on Sat, 11 October 2008 03:26I'll see what i can do. It's pritty simple. I only don't know if it's possible as 1 file since they are seperated in always.dat.

There is one thing i could try but that means you got ~3 w3d files.
I make a new one with evagizmo and if_background but that means you will have to keep them all in the same folder!!! I'll post if im done.

Thanks I will be checking back on this topic if you want instead of posting it you can just P.M. me.

Subject: Re: Options
Posted by nopol10 on Tue, 14 Oct 2008 10:41:52 GMT
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If you want the rotating thingy and the background with nothing else, add the line
ChatHistory=U_Key in the keys.cfg, host your own server and lock it and press U.
You'll then find the background and logo there, ready to be captured in video.

Subject: Re: Options
Posted by Omar007 on Tue, 14 Oct 2008 14:01:19 GMT
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Hmm i tried around with it butm i really get mad on my PC

When i try to load them in my PC stops responding

I will see what i can do but that won't be ready very fast since i can't chance much on loading the
models

Subject: Re: Options
Posted by thrash300 on Thu, 16 Oct 2008 03:22:08 GMT
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Omar007 wrote on Tue, 14 October 2008 09:01Hmm i tried around with it butm i really get mad on
my PC

When i try to load them in my PC stops responding

I will see what i can do but that won't be ready very fast since i can't chance much on loading the
models

Do don't give up, I am counting on you.

Subject: Re: Options
Posted by MGamer on Thu, 16 Oct 2008 06:57:12 GMT
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thrash300 wrote on Wed, 15 October 2008 22:22
Do don't

Subject: Re: Options

Posted by [Omar007](#) on Thu, 16 Oct 2008 12:40:09 GMT
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This really sucks

When i try to load IF_EVAGIZMO.W3D into GMAX it stops responding and when i do it in 3DSMAX i lose the animations

If anyone has a solution on keeping the animations while importing into 3DSMAX i would be really happy
I'm sure it keeps the animations in GMAX because i have done that with IF_BACKGROUND.W3D

Subject: Re: Options
Posted by [thrash300](#) on Fri, 17 Oct 2008 19:39:55 GMT
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danpaul88 wrote on Thu, 09 October 2008 11:05The spinning EVA is a seperate W3D file (if_evagizmo.w3d IIRC, can't check as I am at work). There is an aggregate file that contains the two together, but it also has the animation for the menu options on it too, but so long as you don't actually extract the W3D for those menu options it should be able to load with just the EVA logo and the background.

I really don't see why your so desperate to do this though, it's just a desktop background after all...

What is the aggregate file named so that I can find it.

Subject: Re: Options
Posted by [thrash300](#) on Thu, 23 Oct 2008 04:55:08 GMT
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Omar007 wrote on Thu, 16 October 2008 07:40This really sucks

When i try to load IF_EVAGIZMO.W3D into GMAX it stops responding and when i do it in 3DSMAX i lose the animations

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I'm sure it keeps the animations in GMAX because i have done that with IF_BACKGROUND.W3D

Did you get it to work. Maybe it is just you are not doing it the right way properly do you know how to use the programs.

Subject: Re: Options
Posted by [Distrbd21](#) on Thu, 23 Oct 2008 05:42:19 GMT

thrash300 wrote on Wed, 22 October 2008 23:55Omar007 wrote on Thu, 16 October 2008 07:40This really sucks

When i try to load IF_EVAGIZMO.W3D into GMAX it stops responding and when i do it in 3DSMAX i lose the animations

If anyone has a solution on keeping the animations while importing into 3DSMAX i would be really happy
I'm sure it keeps the animations in GMAX because i have done that with IF_BACKGROUND.W3D

Did you get it to work. Maybe it is just you are not doing it the right way properly do you know how to use the programs.
If i where you i would have not asked him if he knows how to use a program why you think he has it?

Subject: Re: Options
Posted by MGamer on Thu, 23 Oct 2008 06:25:09 GMT

i will see what i can do for you tomorrow just PM me so i can rememer

Subject: Re: Options
Posted by thrash300 on Thu, 23 Oct 2008 23:56:23 GMT

MGamer wrote on Thu, 23 October 2008 01:25rememer

Rememer it.

Subject: Re: Options
Posted by MGamer on Fri, 24 Oct 2008 03:01:11 GMT

thrash300 wrote on Thu, 23 October 2008 18:56MGamer wrote on Thu, 23 October 2008 01:25rememer

Rememer it.
NEVAH!.....untill tomorrow

Subject: Re: Options

Posted by thrash300 on Fri, 24 Oct 2008 05:48:34 GMT

MGamer wrote on Thu, 23 October 2008 22:01thrash300 wrote on Thu, 23 October 2008 18:56MGamer wrote on Thu, 23 October 2008 01:25rememer

Rememer it.
NEVAH!.....untill tomorrow

Do it or I will eat your cookies.

Subject: Re: Options
Posted by MGamer on Fri, 24 Oct 2008 18:40:42 GMT

my w3d crashes so i cant see if it worked

PS: you need all the textures in the same folder

File Attachments
1) background.W3D, downloaded 74 times

Subject: Re: Options
Posted by thrash300 on Sat, 25 Oct 2008 22:51:08 GMT

MGamer wrote on Fri, 24 October 2008 13:40my w3d crashes so i cant see if it worked

PS: you need all the textures in the same folder

You cookies are at risk.

Subject: Re: Options
Posted by MGamer on Sat, 25 Oct 2008 23:34:28 GMT

thrash300 wrote on Sat, 25 October 2008 17:51MGamer wrote on Fri, 24 October 2008 13:40my w3d crashes so i cant see if it worked

PS: you need all the textures in the same folder

You cookies are at risk.
it didnt worked?

Subject: Re: Options
Posted by thrash300 on Mon, 27 Oct 2008 18:13:14 GMT

MGamer wrote on Sat, 25 October 2008 18:34thrash300 wrote on Sat, 25 October 2008 17:51MGamer wrote on Fri, 24 October 2008 13:40my w3d crashes so i cant see if it worked

PS: you need all the textures in the same folder

You cookies are at risk.
it didnt worked?

Im getting very confused, I tried almost everything, and the file still doesn't load the textures. I had the .w3d veiwer program open, RenegadeEx browsing the always.data file, and the folder for the background.w3d file and all its textures it doesn't load them can you must upload a file with the textures in it.

Subject: Re: Options
Posted by MGamer on Mon, 27 Oct 2008 18:43:57 GMT

thrash300 wrote on Mon, 27 October 2008 12:13MGamer wrote on Sat, 25 October 2008 18:34thrash300 wrote on Sat, 25 October 2008 17:51MGamer wrote on Fri, 24 October 2008 13:40my w3d crashes so i cant see if it worked

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```
File Attachments
1) texture.jpg, downloaded 327 times
```

Untitled - W3D Viewer

File View Object Emitters Primitives Sound Lighting Camera Background Movie Help

File menu	
New	Ctrl+N
Open...	Ctrl+O
Munge Sort on Load	
Enable Gamma Correction	
Save Settings...	Ctrl+S
Load Settings...	
Import Facial Anims...	
Export...	▶
Texture Path...	
1 NodLight_dualba	
2 C:\gmax\...\RenX\background	
3 if_background	
4 if_renlogo	
5 if_logo	
6 BLUE_HON	
7 meh	
8 SU8L1	
9 C:\DOCUME~1\...\SU8L1	
Exit	

Object controls

Texture Directories

Use the controls below to specify additional texture lookup directories.

Texture Path 1:

C:\Documents and Settings*****\Escritorio\stuff   Browse...

Texture Path 2:
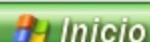
Browse...

OK   Cancel

Set an additional texture lookup path when required files are not found in the current   Polys 0   Particles 0

Inicio   Administrador de tare...   Command and Conqu...   Untitled - W3D Viewer