Subject: Re: Demo of hud.ini radar map features
Posted by Oblivion165 on Tue, 23 Oct 2007 22:45:32 GMT
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EDIT: Or you can just extract the w3d from always.dat and do similar in w3dview...

EDIT2: Well forgot to hide the editor objects but meh.

SK did use w3dview.

Having tried the two W3dViewer is the way to go because there is no work involved at all. Extract the entire contents of a mix to a folder and open the main w3d. Camera ~ Top

File Attachments
1) islands_2.jpg, downloaded 674 times