
Subject: Post your Always.dat oddities!

Posted by [Oblivion165](#) on Thu, 17 Apr 2008 06:54:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

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: "squidfreak.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 1194 times



Subject: Re: Post your Always.dat oddities!
Posted by [IronWarrior](#) on Thu, 17 Apr 2008 15:40:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Must be a joke no?

Subject: Re: Post your Always.dat oddities!
Posted by [Starbuzz](#) on Thu, 17 Apr 2008 15:43:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Krusty Krab Patty

Subject: Re: Post your Always.dat oddities!
Posted by [danpaul88](#) on Thu, 17 Apr 2008 15:55:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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 beginning 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

[View Forum Message](#) <> [Reply to Message](#)

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, that's not a w3d limitation, that's 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

[View Forum Message](#) <> [Reply to Message](#)

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, that's not a w3d limitation, that's 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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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 beginning 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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

IronWarrior wrote on Fri, 18 April 2008 14:17
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?
interesting, who knows...

Subject: Re: Post your Always.dat oddities!
Posted by [The Executor](#) on Fri, 18 Apr 2008 15:55:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

<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
[View Forum Message](#) <> [Reply to Message](#)

lol rene clown sex

Subject: Re: Post your Always.dat oddities!
Posted by [_SSnipe_](#) on Sun, 20 Apr 2008 19:08:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

here

File Attachments

1) [deathtransitioneffect.dds](#), downloaded 176 times

Subject: Re: Post your Always.dat oddities!

Posted by [mrÃ£Ã§Ã·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 "Chameleon" in Real life

Subject: Re: Post your Always.dat oddities!

Posted by [The Executor](#) on Tue, 22 Apr 2008 15:37:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 chameleon so it is great for a chameleon rush.

Subject: Re: Post your Always.dat oddities!

Posted by [Spoony](#) on Tue, 22 Apr 2008 17:40:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: Post your Always.dat oddities!

Posted by [TD](#) on Tue, 22 Apr 2008 18:18:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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 because 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

[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

I found some odd stuff lol. i dont think no one could find these lol

File Attachments

1) [secretveh.JPG](#), downloaded 609 times



Subject: Re: Post your Always.dat oddities!
Posted by [Renx](#) on Wed, 23 Apr 2008 04:15:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

Maybe....

Subject: Re: Post your Always.dat oddities!

Posted by [TD](#) on Wed, 23 Apr 2008 15:48:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

I don't get it

Subject: Re: Post your Always.dat oddities!

Posted by [TD](#) on Wed, 23 Apr 2008 15:55:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

And you never will...

Subject: Re: Post your Always.dat oddities!

Posted by [Starbuzz](#) on Wed, 23 Apr 2008 15:59:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

TD wrote on Wed, 23 April 2008 10:48Do I fucking look like a renegerger 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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

Quote:1. v_mgemplacement.w3d

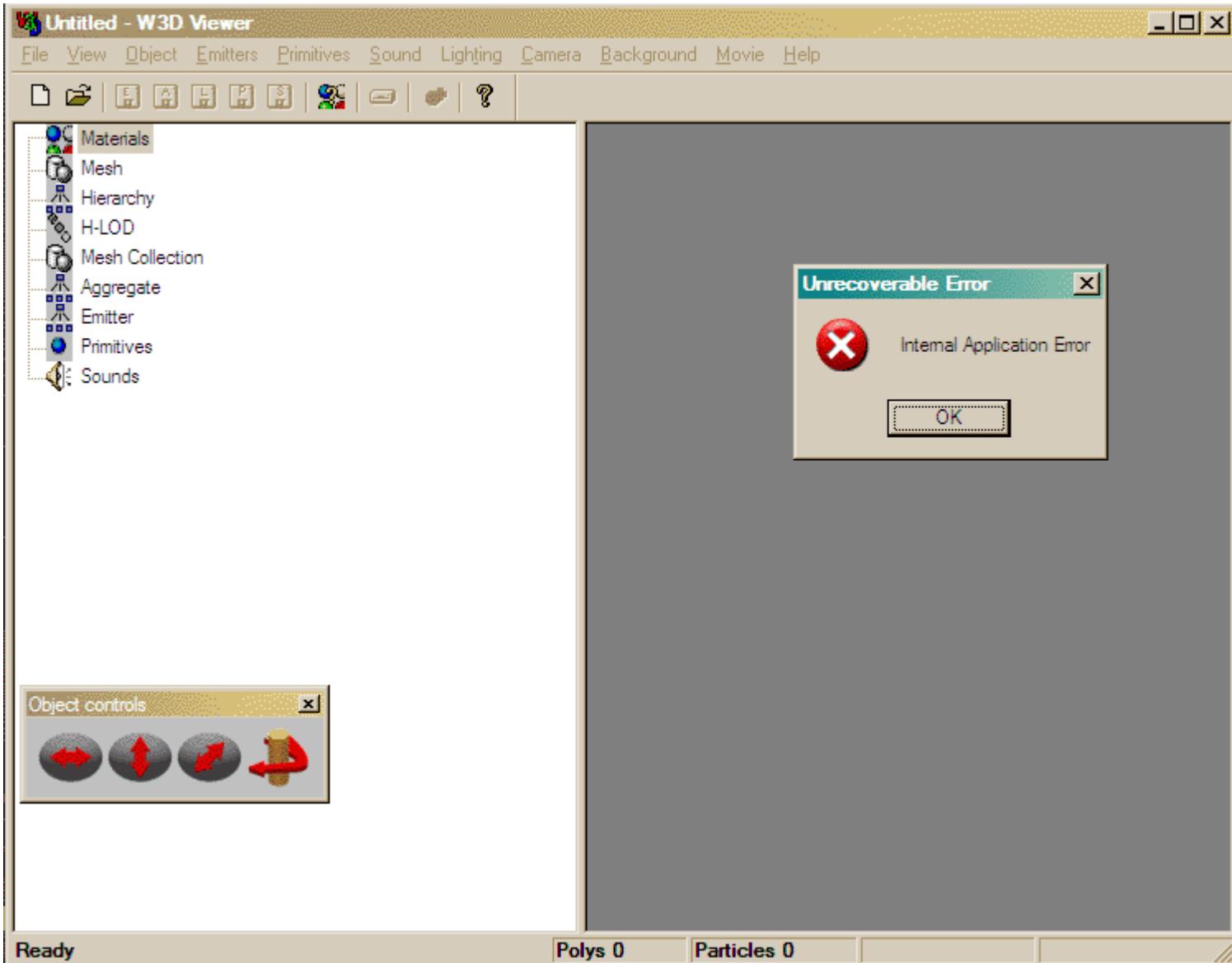
2. v_nod_gunemp.w3d

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 347 times



2) [witheredW3Dview_thumb.jpg](#), downloaded 531 times



Subject: Re: Post your Always.dat oddities!

Posted by [Canadacdn](#) on Thu, 24 Apr 2008 02:33:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

<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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

You missed one heavy ^^ (Well not really it isn't in the always anymore)

Subject: Re: Post your Always.dat oddities!
Posted by [HeavyX101- Left](#) on Thu, 24 Apr 2008 22:17:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

what?
who is HORQWER

Subject: Re: Post your Always.dat oddities!
Posted by [nikki6ixx](#) on Thu, 24 Apr 2008 22:44:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

The Executor wrote on Thu, 24 April 2008 20:40I don't get it, what exactly am I looking at?
read down the topic.
