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

SSnipe wrote on Sat, 10 May 2008 13:10: is all this ingame?

i tried 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 17:48: Dthdealer wrote on Sat, 10 May 2008 10:46: 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

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 16:58: IronWarrior wrote on Sat, 10 May 2008 17:48: Dthdealer wrote on Sat, 10 May 2008 10:46: 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

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 10:29 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 i press f8 then type view and shows the message...then i type in model...with and without the .w3d tried 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 10:54<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
[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 [mrÄ&SÄ-z](#) on Mon, 12 May 2008 10:46:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [Unbenannt.JPG](#), downloaded 529 times

Model Viewer



Redegade



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 [mrÄ&SÄ-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.
