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Subject: Always.dat Model Question  
Posted by [Kamuix](#) on Sat, 29 Oct 2005 20:53:46 GMT  
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I was looking through all the models for the buildings in Always.dat, I found many parts to a building however i cant find the Exterior models. Just PTs, Msts, Lights, Smoke, ect.

Is there no Exterior models in always.dat?

Thanks!

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Subject: Re: Always.dat Model Question  
Posted by [JeepRubi](#) on Sat, 29 Oct 2005 21:08:59 GMT  
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I think that all the building parts are in the levels. Thats all i know.

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Subject: Re: Always.dat Model Question  
Posted by [htmlgod](#) on Sat, 29 Oct 2005 21:55:43 GMT  
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Building exterior models are placed into the W3D for the map via gMax or whatever program is used to make the map. In-game, The interior models are referenced into the map from the always.dat. This is done so that, when the game determines that you are outside of the building, it can selectively not render the interior of the building, in order to save processing and rendering power. Then, when you enter the building, the interior models and textures are loaded from always.dat. This way, the interior models/textures of the building are rendered only when necessary. You can find the building exterior meshes online in gMax format if you're looking to make a map. The buildings.zip file is still available on the old Westwood FTP server.  
<ftp://ftp.westwood.com/pub/renegade/tools/>

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Subject: Re: Always.dat Model Question  
Posted by [Aircraftkiller](#) on Sat, 29 Oct 2005 22:54:03 GMT  
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No, it did that because the interiors had a special kind of lightmap that triggered upon base destruction.

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Subject: Re: Always.dat Model Question  
Posted by [Oblivion165](#) on Sun, 30 Oct 2005 04:09:16 GMT  
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Buckery wrote on Sat, 29 October 2005 16:53I was looking through all the models for the buildings in Always.dat, I found many parts to a building however i cant find the Exterior models. Just PTs, Msts, Lights, Smoke, ect.

Is there no Exterior models in always.dat?

Thanks!

Working versions, no. The building exteriors use Proxis to load all the inards like stated above. Proxis only work when exported as Renegade Terrain. Therefore they will have to be exported on the map because the terrain is a bitch to move manually in LE. (90 building piece that would all have to line-up etc)

More on Proxies here: <http://renhelp.co.uk/?tut=61>

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Subject: Re: Always.dat Model Question  
Posted by [Kamuix](#) on Sun, 30 Oct 2005 04:40:15 GMT  
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Thanks

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