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Subject: More old characters in always.dat?  
Posted by [rrutk](#) on Thu, 24 Apr 2008 19:06:43 GMT  
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Old Sakura and Old Havoc (Logan) are in always.dat complete.

which more are there?

Found these textures. First three (c\_nod\_mg\_arm/body/head.tga) seems to be the old version of the nod miniguner? But where are his w3d-files?

The other two files may be parts of an old nod miniguner-officer (c\_nod\_mgo\_arm/head.tga) ?

Because both characters have another complete texturemap.

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### File Attachments

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- 1) [c\\_nod\\_mg\\_arm.tga](#), downloaded 208 times
  - 2) [c\\_nod\\_mg\\_body.tga](#), downloaded 215 times
  - 3) [c\\_nod\\_mg\\_head.tga](#), downloaded 169 times
  - 4) [c\\_nod\\_mgo\\_arm.tga](#), downloaded 203 times
  - 5) [c\\_nod\\_mgo\\_head.tga](#), downloaded 183 times
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Subject: Re: More old characters in always.dat?  
Posted by [The Executor](#) on Thu, 24 Apr 2008 19:47:04 GMT  
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They don't have their own w3d. They use the current .w3d for the nod minigunner. They are just not combined together, you would have to do that and rename it to the current skin. also please don't start another thread with this crap. We already have one going already, only one is enough.

They already made Always.dat thread

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Subject: Re: More old characters in always.dat?  
Posted by [Stefan](#) on Sun, 27 Apr 2008 06:11:49 GMT  
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the beta apache... i think  
not a character, meh

some of the models might not be pre-release

Quote:also please don't start another thread with this crap. We already have one going already, only one is enough.

Eh, shut up?

### File Attachments

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- 1) [v\\_nod\\_apache\\_m.w3d](#), downloaded 222 times
  - 2) [v\\_nod\\_turret.w3d](#), downloaded 160 times
  - 3) [B\\_Silo01.W3D](#), downloaded 175 times
  - 4) [pwr\\_chairs.gmax](#), downloaded 148 times
  - 5) [v\\_gdi\\_trnspt.w3d](#), downloaded 148 times
  - 6) [G\\_Comcntr.zip](#), downloaded 142 times
  - 7) [bx\\_samsite.gmax](#), downloaded 147 times
  - 8) [bx\\_samsite.tga](#), downloaded 155 times
  - 9) [B\\_Silo01.W3D](#), downloaded 158 times
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Subject: Re: More old characters in always.dat?

Posted by [HeavyX101- Left](#) on Sun, 27 Apr 2008 14:28:10 GMT

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WOW

Great stefan

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