
Subject: Looking for program to view Renegade models...

Posted by [Starbuzz](#) on Fri, 27 Jun 2008 19:48:45 GMT

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I am looking for a program to open up Renegade models (from the game) to view them. I am making some actionfigures and would like to see some characters in the 3Dprogram so I can rotaate them and see the models in from any angle.

I have XCC mixer.

Thanks for your help!

-pawkyfox

Subject: Re: Looking for program to view Renegade models...

Posted by [N1warhead](#) on Fri, 27 Jun 2008 19:52:33 GMT

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Use W3d Viewer. It comes with the Renegade Tools.

Hope that helps.

N1warhead.

Subject: Re: Looking for program to view Renegade models...

Posted by [Starbuzz](#) on Fri, 27 Jun 2008 20:04:12 GMT

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N1warhead wrote on Fri, 27 June 2008 14:52Use W3d Viewer. It comes with the Renegade Tools.

Hope that helps.

N1warhead.

Thank you for such a fast reply! I got it now and have installed it but my models can't be seen!!!

I extracted the W3d model and I open it but can't see the model on the stage to the right side.

Am I using wrong file?

Subject: Re: Looking for program to view Renegade models...

Posted by [N1warhead](#) on Fri, 27 Jun 2008 21:14:36 GMT

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pawkyfox wrote on Fri, 27 June 2008 15:04N1warhead wrote on Fri, 27 June 2008 14:52Use W3d

Viewer. It comes with the Renegade Tools.

Hope that helps.
N1warhead.

Thank you for such a fast reply! I got it now and have installed it but my models can't be seen!!!

I extracted the W3d model and I open it but can't see the model on the stage to the right side.

Am I using wrong file?

You're welcome.

To be honest I have no idea what that problem is, you will have to consult with somebody else. I never use W3d Viewer unless I am making Emitters.

Sorry I can't help more than I have.

Subject: Re: Looking for program to view Renegade models...

Posted by [Starbuzzz](#) on Fri, 27 Jun 2008 21:15:24 GMT

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NP! Thank you for your help anyway!! I will wait for more experts to come.

Subject: Re: Looking for program to view Renegade models...

Posted by [mr£ÄŞÄ-z](#) on Fri, 27 Jun 2008 21:40:23 GMT

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If you have Scripts 3.4.3 do that:

Start "Skirmish Mode" now Press "F8" and type in "view <modelname>" type in the Modelname without ".W3D"

Example type "view enc_nobl" to view the Nod Obelisk

Subject: Re: Looking for program to view Renegade models...

Posted by [Starbuzzz](#) on Fri, 27 Jun 2008 23:08:40 GMT

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madrackz wrote on Fri, 27 June 2008 17:40If you have Scripts 3.4.3 do that:

Start "Skirmish Mode" now Press "F8" and type in "view <modelname>" type in the Modelname without ".W3D"

Example type "view enc_nobl" to view the Nod Obelisk

TY! But it is not working...I have scripts 3.4.4 and it says "no view" command or something like that.

Hmmm...I think I extracted the right file into W3D viewer...I only want to see Stealth Black Hand. And is this the right name for it? It is c_nod_stlth_.w3d

That is what I am trying to open...even if I open, the SBH dude is not appearing in the right side! Grrr!!!

Subject: Re: Looking for program to view Renegade models...
Posted by [EvilWhiteDragon](#) on Fri, 27 Jun 2008 23:20:38 GMT
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I'm not totally certain about this as it has been some time since I last used it, but I think you have to select the model after opening it on the left side. Either that or there should be more models of the SBH, and this one being wrong.

Subject: Re: Looking for program to view Renegade models...
Posted by [Starbuzz](#) on Sat, 28 Jun 2008 02:13:18 GMT
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Thank you all for your help but all in vain! I think it is a dumb program!

Anyway, I went server to server asking for SBH players to pose for me. Many refused thinking I was trying to get their SS or cheats like that lol!

Then a very SMART clan player understood what I was asking and took his time and posed with his SBH character. I got over 50 screenshots from almost every angle!

Anyway, I am full of excitement! I will announce something next week in the General Discussion section.

Subject: Re: Looking for program to view Renegade models...
Posted by [IronWarrior](#) on Sat, 28 Jun 2008 15:02:47 GMT
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Use the viewer that comes with Renegade Tools.

Open the file, then click on the left side and click the correct file to make it show the model.

Subject: Re: Looking for program to view Renegade models...
Posted by [GEORGE ZIMMER](#) on Sat, 28 Jun 2008 15:35:59 GMT
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Make sure to also have all its textures and animations if neccisary in the same folder as the .w3d file you want to view.

Should be things like "Materials", "Hierchy", and other things on the side. I forgot the names exactly, but yes. Look through all of them, and there should be a few textures names, and possibly other model names. That's how to know which ones you'll need.

Subject: Re: Looking for program to view Renegade models...
Posted by [Slave](#) on Sat, 28 Jun 2008 22:43:47 GMT
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Note that when viewing a character.w3d, you need the skeleton.w3d next to it. And possible other files it relates on.

Easiest way is to just unpack your entire always.dat to a folder, when filesize is no limit. Than open the character's w3d.
