
Subject: where can i find an orca file for renx

Posted by [Anonymous](#) on Thu, 13 Feb 2003 17:21:00 GMT

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

The readme assumes familiarity with Renegade's file structure. You'll first need to extract the appropriate .w3d and .dds (model and texture) files from always.dat. The Orca files are named v_gdi_orca. You can use XCC Mixer to extract files from always.dat. Once those files are extracted, open them in RenX with the importer. [February 13, 2003, 17:23: Message edited by: Seagle]
