Subject: Available Material Libraries...

Posted by Anonymous on Tue, 15 Oct 2002 11:15:00 GMT

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As somone with a limited amount of time to invest in the level building process, I have found that having the origenal texture files of a game, or some other good existing library, to work with can let me get to the 'meat and potatoes' of actualy designing the level a lot more quickly. So, my questions are these:Are the origenal game materials 'allowed' to be used publicly, ie, extracted from the sample level files and recycled? If so, is there a place where they can be got as a sepperate library, rather than drawn from the levels manualy?Are there any great material libraries availabe from other folks for Renegade, if so, where? On closer inspection, im not even sure if the material information can be extracted from the sample levels at all... [/edit] [October 15, 2002, 11:23: Message edited by: ChainsawXIV]