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Subject: Re texture in W3D?

Posted by [Renardin6](#) on Wed, 21 Jul 2004 02:03:54 GMT

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delete the .dds file in always.dat if needed.

The renegade engine use first the dds file.

If dds file is not in always.dat or in data folder, the engine will use the .tga file in your Renegade data folder.

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