
Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Sun, 04 Feb 2007 22:02:48 GMT
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slavik262 wrote on Sun, 04 February 2007 15:36
03:19the desert eagle texture is in there with it its called DesertEagle.tga

Hmm... I beg to differ

<index.php?t=getfile&id=2614&private=0>

You should really include all assets of a model. And don't get me wrong, I love everything you've done up to this point, but I'd like all the textures needed to make this thing work.

And to prove I'm not the inept one here, I have a photo of everything I should need open.

<index.php?t=getfile&id=2615&private=0>
omfg just rename tga file to "2" in end...

YSL edit: don't quote pictures unnecessarily.
