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Subject: Re: Map Making Questions  
Posted by [crazfulla](#) on Thu, 26 Jul 2007 05:55:07 GMT  
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I also have a number of real life based textures, most of which aren't too high resolution (I only really use them for ren, so I hardly need anything greater than 512). Some others I extracted from either Half Life 2 or Unreal Tourny 2004.

It isn't hard to find these, or the tools to extract them on google. Perhaps you should try there before posting questions in the future?

### File Attachments

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1) [ground058.jpg](#), downloaded 510 times



2) [roof05.jpg](#), downloaded 517 times



3) [hl2\\_wall01.jpg](#), downloaded 500 times

