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Subject: Re: Skin Questions

Posted by [Veyrdite](#) on Mon, 30 Jul 2007 09:46:30 GMT

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go to le, select the map in the presets tree and press edit.

Get the w3d name

Extract it from always.dat with xcc mixer.

View it in w3dview and it'll have an expandable tree on the left for the textures in the level.

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