Subject: Re: Heightfield Texturing problem
Posted by Veyrdite on Wed, 14 Nov 2007 08:36:04 GMT
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you don't need to have it in your folder if you're running jonwils version of LE. Just pop the texture name in with a tga ending instead of the dds one.
Juts browse through them in always.dat using xcc. You don't have to copy them at all