Subject: Re: Names..
Posted by GEORGE ZIMMER on Tue, 02 Dec 2008 21:08:13 GMT

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Open up LE and check out the presets. It'll take some searching, but that's the best way to find out model names of things. Texture names for said model are found by viewing the .w3d model with W3D viewer.

You'll naturally need XCC Mixer or some other .mix extracting program to search always.dat.