
Subject: bswf_link.tga

Posted by [npsmith82](#) on Fri, 15 Aug 2003 14:47:23 GMT

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Titan1x77What texture does MetroTS use?...looks like bswf_link....or you had modified it?Yeah, it's the same texture, ack just renamed it to "al_tex24.dds".

AircraftkillerUm, no? I never put bswf_link in any of my levels.Okay, turns out that you're right. The search returned "bswf_road", instead of "bswf_link". Glad you pointed that one out Ack. That's just me being lazy with that incredibly narrow search window.

Either way, i've found the actual one you're looking for... it was released in a "renegademodart.zip" file a long time ago. There's 23mb (63mb uncompressed) of textures and models from Ren2 and Red Alert 2 like the Kirovy, destructable wall animations and the V3.

I've hosted the texture if you still need it...

http://www.spliff.wideboys.co.uk/files/renegade/bswf_link.tga
