
Subject: Re: Mod-related changes in scripts 4.1
Posted by [Mauler](#) on Mon, 06 Jan 2014 22:01:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

I did use RenegadeEX.. It worked on getting the filename just like the the image i posted but failed to load textures ingame since i work with lightmap textures it would be an asset to use the same method westwood used..
