Subject: One more map question
Posted by bigwig992 on Tue, 14 Oct 2003 11:30:42 GMT
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Just download the big texture pack (ftp://ftp.westwood.com/pub/renegade/tools/RenegadeTextures.zip), put them in the Renegade Public Tools folder, in a new file called textures, just so you know where they are. After browsing through it acouple times you memorize where everything is. If that doesn't work, just create even more folders (ex. dirt, grass, metal, computer stuff) and divde all the textures up. Makes thing's much easier.