
Subject: Available Material Libraries...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 11:15:00 GMT

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As someone with a limited amount of time to invest in the level building process, I have found that having the original texture files of a game, or some other good existing library, to work with can let me get to the 'meat and potatoes' of actually designing the level a lot more quickly. So, my questions are these: Are the original game materials 'allowed' to be used publicly, ie, extracted from the sample level files and recycled? If so, is there a place where they can be got as a separate library, rather than drawn from the levels manually? Are there any great material libraries available from other folks for Renegade, if so, where? On closer inspection, I'm not even sure if the material information can be extracted from the sample levels at all... [/edit] [October 15, 2002, 11:23: Message edited by: ChainsawXIV]

Subject: Available Material Libraries...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 11:20:00 GMT

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Download XCC Mixer, and copy the texture files as Targas(.tga) and you can use them. Don't rename them, because if you do, you'll have to put your file in your mod package. As long as they have the original file names, the corresponding dxt file will be loaded in LevelEdit/Renegade. Also, I believe Westwood release a texture pack for use with Renegade, just do a little browsing and you'll find it.

Subject: Available Material Libraries...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 11:26:00 GMT

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Thanks much. Haven't found either of those two things you mentioned up to this point, but now I know what to look for, and that it does in fact exist, which always helps. Well, I found that application, and that should be handy, but I've had no luck locating an official texture or material pack. After an hour of sifting search engine results, my brain hurts, so I'll just ask: Anybody know where or if the texture pack can be found?[/edit] [October 15, 2002, 12:15: Message edited by: ChainsawXIV]

Subject: Available Material Libraries...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 13:28:00 GMT

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AFAIK, there are some files on <ftp://ftp.westwood.com/> ...

Subject: Available Material Libraries...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 13:50:00 GMT

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Beter download this <ftp://ftp.westwood.com/pub/renegade/tools/RenegadeTextures.zip> a Texure pack for reneade publISHED by westwood

Subject: Available Material Libraries...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 14:00:00 GMT

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Excelent - just what i was looking for. Is it just me, or is there no link to that in the logical places like where you DL RenX and such...Thanks much folks.

Subject: Available Material Libraries...

Posted by [Anonymous](#) on Wed, 16 Oct 2002 00:19:00 GMT

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With XCC Mixer, open up the always.dat file. It has a ton of textures. Also, I think Westwood had a texture zip package on the ftp site. Someone else may be able to expand on this. [October 15, 2002, 12:19: Message edited by: steggyd]

Subject: Available Material Libraries...

Posted by [Anonymous](#) on Wed, 16 Oct 2002 02:55:00 GMT

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also at Westwoods FTP site they have a alot of models, SP mission Building pack, MP building packs, Renegade Mod Art pack. Plus Dante has the secret extractor to get those models that are part of the background terrain, like the Tower Crane in SP mission 3.
<http://dante.ww-unleashed.com/downloads.htm>here is the Model pack he put together. it has those metal flower defense posts you see on the WW MP maps. (and some bunkers)
