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Subject: where can i find a texture for a beach and all holiday beach

Posted by [Anonymous](#) on Fri, 01 Nov 2002 03:02:00 GMT

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thnx for your help.

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Subject: where can i find a texture for a beach and all holiday beach

Posted by [Anonymous](#) on Fri, 01 Nov 2002 04:31:00 GMT

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ur welcome

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Subject: where can i find a texture for a beach and all holiday beach

Posted by [Anonymous](#) on Fri, 01 Nov 2002 07:10:00 GMT

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honest, plz will someone help me, i have made a 2 minute map and btw, i dont know how to make the defences work, plz help me on that aswell....

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Subject: where can i find a texture for a beach and all holiday beach

Posted by [Anonymous](#) on Fri, 01 Nov 2002 07:20:00 GMT

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You most remember to make the script folder to get the defence to work. Try using the xcc mixer to extract textures from the always.datZelord

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Subject: where can i find a texture for a beach and all holiday beach

Posted by [Anonymous](#) on Fri, 01 Nov 2002 07:51:00 GMT

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i have made the scripts folder and put the scripts.dll file into it. willdo.

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Subject: where can i find a texture for a beach and all holiday beach

Posted by [Anonymous](#) on Fri, 01 Nov 2002 11:20:00 GMT

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scripts.dll-----M0\_Base\_Defense for anything extra U need as a base defense (the AGT, OB and The Nod Turret are already good) get the Texture pack from Westwoods FTP.  
ftp://ftp.westwood.com/pub/renegade/tools http://www.planetunreal.com/TextureUniverse/Place to find textures also ^and oh yeah, KANE LIVES! [ November 01, 2002, 11:25: Message edited

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by: garth8422 ]

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