
Subject: Renegades textures.

Posted by [Viking](#) on Sun, 04 Feb 2007 02:54:13 GMT

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Ok, I installed gmax/level edit on my new computer.

Where do I get the renegade textures for renx?

Where do I add scripts to in level edit?

Subject: Re: Renegades textures.

Posted by [Viking](#) on Sun, 04 Feb 2007 22:22:55 GMT

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Nobody?

Subject: Re: Renegades textures.

Posted by [Cpo64](#) on Mon, 05 Feb 2007 00:49:26 GMT

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this has some of them

<ftp://ftp.westwood.com/pub/renegade/tools/RenegadeTextures.zip>

the rest you would have to extract from the always.dat

Subject: Re: Renegades textures.

Posted by [R315r4z0r](#) on Mon, 05 Feb 2007 18:03:12 GMT

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Copy Scripts.dll from your renegade folder, then go to your mod's folder

default path is C:\Program Files\Renegade Public Tools\Level Edit\

(I think that is it <_<)

Find your Mod's folder. Once inside it, make a new folder called "Scripts" then copy the Scripts.dll into that folder, and you should be able to use the Scripts in level edit.

Subject: Re: Renegades textures.

Posted by [Theboom69](#) on Mon, 05 Feb 2007 18:13:39 GMT

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Also put the scripts2.dll in there with it.

And Get This put the in the renx texture folder.

Texture's

Pm me if you have a problem with the link glad to help.
