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Subject: Searching For A Texture

Posted by [Sanada78](#) on Sat, 21 Jun 2003 21:32:13 GMT

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Does anyone know where I can get the texture "20\_GDI\_ambrpanl.tga" from? I've looked in every \*.dat, \*.mix etc I have but it don't seem to be there.

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Posted by [Captkurt](#) on Sat, 21 Jun 2003 22:19:42 GMT

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No, but you prob. already have it. This is what I've discovered, that in the early part of WW's Renegade, they had certain names for their texture files, and later for what ever reasons some of the names were changed to something else. So if you can find out the new name, you prob. already have it. But I don't know. I found this to be the case by accident on at least 3 different textures. By comparing some of the single player buildings textures against some of the Multi player buildings of the same name. The textures look to be the same but have different names. So this might be the case your finding now. Good luck in finding it.

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Posted by [Aircraftkiller](#) on Sun, 22 Jun 2003 01:19:04 GMT

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:rolleyes:

No, that isn't the case. There's a very different set of textures that were designed for Renegade which aren't necessarily inside the stock game, or released with the Buildings.zip\RenegadeTextures.zip files.

Will any of you ever see them? I severely doubt it. My contacts at Electronic Arts have been unable to find the hard drive containing the old Renegade assets from over five years of work. If I can't get it, it's doubtful that anyone else will.

Most of the stuff created back then was pretty much junk to begin with, so you're not missing out on much.

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Subject: Searching For A Texture

Posted by [Sanada78](#) on Sun, 22 Jun 2003 01:23:11 GMT

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Ah well, it don't matter. I'll just use another texture.

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Subject: Searching For A Texture  
Posted by [Captkurt](#) on Sun, 22 Jun 2003 01:26:08 GMT  
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Sounds Plausible, thanks for the insight.

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