
Subject: bswf_link.tga
Posted by [pulverizer](#) on Thu, 14 Aug 2003 14:03:54 GMT
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has someone this texture? bswf_link.tga?
I really need it and I can't find it

Subject: bswf_link.tga
Posted by [maytridy](#) on Thu, 14 Aug 2003 14:06:46 GMT
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Did you search in the Always.dat or the Always2.dat?

Subject: bswf_link.tga
Posted by [pulverizer](#) on Thu, 14 Aug 2003 14:12:53 GMT
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i did, found nothing

Subject: bswf_link.tga
Posted by [mike9292](#) on Thu, 14 Aug 2003 14:34:38 GMT
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XCC mixer has a find button that helped me many times but u need to no the name of the file

Subject: bswf_link.tga
Posted by [Titan1x77](#) on Thu, 14 Aug 2003 18:24:27 GMT
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I'll send it to ya

just sign on MSN

Subject: Re: bswf_link.tga
Posted by [Dante](#) on Thu, 14 Aug 2003 22:04:10 GMT
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slayerhas someone this texture? bswf_link.tga?
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put this in the search for XCC

bswf_*

Subject: Re: bswf_link.tga
Posted by [npsmith82](#) on Fri, 15 Aug 2003 03:01:01 GMT
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Danteslayerhas someone this texture? bswf_link.tga?
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put this in the search for XCC

bswf_*

Yep, the texture was only found in the C&C_BasinTS map, it wasn't found in any of the always.dat files. So you'll need to download the map (if you haven't already) and extract it from there.

Subject: bswf_link.tga
Posted by [Aircraftkiller](#) on Fri, 15 Aug 2003 03:05:15 GMT
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Um, no? I never put bswf_link in any of my levels.

Subject: bswf_link.tga
Posted by [Titan1x77](#) on Fri, 15 Aug 2003 04:23:44 GMT
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What texture does MetroTS use?...looks like bswf_link....or you had modified it?...and it's not in BasinTS...as far as i can remember.....I got mine form the building Textures.zip from westwood...or in some other Texture pack from westwood.

Subject: bswf_link.tga
Posted by [npsmith82](#) on Fri, 15 Aug 2003 14:47:23 GMT
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Titan1x77What texture does MetroTS use?...looks like bswf_link....or you had modified it?Yeah, it's the same texture, ack just renamed it to "al_tex24.dds".

AircraftkillerUm, no? I never put bswf_link in any of my levels.Okay, turns out that you're right. The search returned "bswf_road", instead of "bswf_link". Glad you pointed that one out Ack. That's just me being lazy with that incredibly narrow search window.

Either way, i've found the actual one you're looking for... it was released in a "renegademodart.zip" file a long time ago. There's 23mb (63mb uncompressed) of textures and models from Ren2 and Red Alert 2 like the Kirovy, destructable wall animations and the V3.

I've hosted the texture if you still need it...

http://www.spliff.wideboys.co.uk/files/renegade/bswf_link.tga

Subject: bswf_link.tga

Posted by [Aircraftkiller](#) on Fri, 15 Aug 2003 16:45:49 GMT

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Um, once again, it was never renamed. Al_tex stands for Alan's Texture. Alan Blouin is the man who started Metro, before going back to work on Earth and Beyond.

So technically the al_tex textures are mine... But since they're so widespread considering Greg had mistakenly put them into the buildings.zip file along with the RenegadeTextures.zip, they're too hard to keep control of, so I don't bother.

It's not like anyone besides me has really known how to use them properly, anyhow...

Subject: bswf_link.tga

Posted by [pulverizer](#) on Sat, 16 Aug 2003 10:40:14 GMT

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thank for the all help, I have the texture now
