
Subject: Textures, not same as my questions topic!!!
Posted by [Theatrap](#) on Sun, 14 Sep 2003 20:35:41 GMT
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Where can one find textures. I find that in certain maps I am missing particular textures. Lightwave is one and Mars is another.

Subject: Textures, not same as my questions topic!!!
Posted by [Sir Phoenixx](#) on Sun, 14 Sep 2003 21:05:49 GMT
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Can't you keep topics like this to one topic? You already asked a very similar question like this in your 'HELP!!!' thread.

If you want to find textures for your map, you can pull the original Renegade textures from the Renegade files (using something like Xcc utilities), or you can search on google and find texture archives and use those, or you can make your own.

Subject: Textures, not same as my questions topic!!!
Posted by [Theatrap](#) on Sun, 14 Sep 2003 21:29:26 GMT
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Sir Phoenixx Can't you keep topics like this to one topic? You already asked a very similar question like this in your 'HELP!!!' thread.

If you want to find textures for your map, you can pull the original Renegade textures from the Renegade files (using something like Xcc utilities), or you can search on google and find texture archives and use those, or you can make your own.

You dont pay attention much. In HELP!! I was asking how to use the textures I have, here I want to know where to get more. I can't just use the ones in westwood because THEY ALREADY DONT SHOW UP IN THE GAME!!!!!! If you paid attention you would know that. Learn to read more carefully. As far as finding textures I have been unable to find the ones I am missing. As far as making them goes its not for my levels i am looking right now it is for the levels i got from others that do not have the textures but even if it was for my levels I don't have a picture program that supports TGA format.

Subject: Textures, not same as my questions topic!!!
Posted by [Halo38](#) on Mon, 15 Sep 2003 07:20:58 GMT
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When titan made lightwave he used my teleporter models bearing in mind i made them i was inexperienced and forgot to include a texture with the models. i'll put together a zip of the missing teleporter textures for you.

Edit: get it here --> <http://www.laeubi.de/halo38/?cat=misc>
