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Subject: One more map question

Posted by [xptek\\_disabled](#) on Tue, 14 Oct 2003 03:27:17 GMT

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Hello again,

Sorry for bugging you guys with all the questions but I have one more. I am (trying) to make an island map and dont know what the name of the sand texture is.... I'm talking about the one on C&C\_Islands on the beachlike areas. If anyone knows the name or knows where I can download the .tga It would be appreciated greatly.

Thanks,

Cwazyape

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Look for the release of my new unnamed map soon!

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Subject: One more map question

Posted by [Aircraftkiller](#) on Tue, 14 Oct 2003 04:39:03 GMT

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It's called snd.tga and is located inside of the C&C\_Islands.mix file.

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Subject: One more map question

Posted by [bigwig992](#) on Tue, 14 Oct 2003 11:30:42 GMT

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Just download the big texture pack (ftp://ftp.westwood.com/pub/renegade/tools/RenegadeTextures.zip), put them in the Renegade Public Tools folder, in a new file called textures, just so you know where they are. After browsing through it a couple times you memorize where everything is. If that doesn't work, just create even more folders (ex. dirt, grass, metal, computer stuff) and divide all the textures up. Makes thing's much easier.

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Subject: One more map question

Posted by [General Havoc](#) on Tue, 14 Oct 2003 15:12:34 GMT

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Some testures are missing from that archive though such as the L0X\_XXX ones. You need to use XCC mixer to extract them from the always.dat as a TGA file.

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