
Subject: Changing the axis of rotation in gmax/renx
Posted by [Anonymous](#) on Sun, 05 Jan 2003 00:08:00 GMT
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ACTUALLY they are read from the mod folder, then from always.datas in the game, they are read from the data folder, then always.dat (for modding purposes)so basically...i will try to get my RenEvo team to go through the textures and see if we can fix some of these errors (as far as resizing and remaking the dds's that cause problems) and make a quick patch for it
