Subject: Bathroom Tile+Floor Texture
Posted by Spice on Sun, 06 Mar 2005 19:49:18 GMT

You have the search for them in the Always.dat with XXCMixer. I always just selected all the TGA files and copied into a folder and then Grabbed all the DDS files with RenegadeEX and copied as TGA.

That was I had an ubundance of textures to choose from.

The toliets and sink are DSAPO objects in leveledit. Search for them under the Tile preset folder.