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Subject: Re: Mix Maps - Custom "texture maps" for Ren models?

Posted by [Zion](#) on Sun, 21 May 2006 12:54:38 GMT

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for any textures/skins (.tga/.dds) you put them in the <mod name>\EditorCache\ otherwise they wont display in LE.

also remember to include the texture/skin files with the map otherwise they wont be displayed ingame.

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