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Subject: Re: question about base skins

Posted by [Jerad2142](#) on Thu, 24 May 2007 17:11:10 GMT

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What I would do is import the building into RenX bring up the material browser, and look to see what the missing textures names are (I suppose you could also just extract it from Always.dat and open it up in .w3d viewer, either way will work), then just extract the textures that match the missing textures names.

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