Subject: Re: Texture's List On a Model.. Posted by jamiejrg on Wed, 30 May 2007 21:46:47 GMT View Forum Message <> Reply to Message

Maybe click on the object, press M, and press 'get renegade texture' on the texture menu. Then look where you would normaly put in a texture in that menu and the texture's name should be there. [texturename].bmp

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