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Subject: Re: help with renegade textures!!

Posted by [Oblivion165](#) on Sun, 21 Oct 2007 17:30:38 GMT

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Just extract them anywhere and then apply the textures in renx/max.

All the textures in that .zip are inside the always.dat so when you make a textured object and place it in leveledit, it will pull the needed textures from the always.dat automatically.

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