
Subject: Re: Questions:

Posted by [_SSnipe_](#) on Mon, 04 Feb 2008 15:22:08 GMT

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Jerad Gray wrote on Mon, 04 February 2008 07:14Zack wrote on Fri, 01 February 2008 13:25No.
Skins are loaded when you start renegade. :v

~Zack

Wrong, if its a mix map just toss your modified texture into the mixes files and it will change the sky when it loads it up.

so if i put in skins for char into the mix map like under...it will load up those skins? for i can have diffrenet skins for diffrenet maps?
