
Subject: Re: Making\texturing a chinook for renegade
Posted by [Reaver11](#) on Sun, 08 Jun 2008 11:53:15 GMT
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As I was busy with reapplying im losing the reflection maps. Which is just the key why it looked so nice even when renegade couldnt find the textures

All that has to be done is change the lakerem.jpg into lakerem.tga

Or How to get the reflection maps back after reapplying.
