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Subject: Re: How do you "activate" mods? (or what you do after you download them)

Posted by [Lone0001](#) on Sun, 03 Aug 2008 03:03:59 GMT

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I think he means skins, you can find a bunch of skins here:

<http://ren.game-maps.net/index.php?action=category&id=48> or here:

<http://jelly-server.com/nuke/modules.php?name=skins>

To apply the skins simply place the files in your renegade data directory.

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