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Subject: Skinning Question-URGENT

Posted by [Griever92](#) on Fri, 07 Mar 2003 03:44:02 GMT

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General Havoclt's good to see someone taking up the idea i suggested of skinning buildings. Download the buildings pack from the westwood FTP. Open up the exterior of the multiplayer building in the w3d viewer and it will tell you the name of all the textures it's using, you should find them files as DDS format in the always.dat.

You could download the Textures package from the WW FTP server.

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