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Subject: Re: RenX texture

Posted by [ErroR](#) on Sun, 03 May 2009 09:03:23 GMT

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i think you can, selecting convert to editable mesh > polygon > and select the wall, then press M , press new renegade material (a checker textured box and mouse pointer) The problem is, the buildings are not really needed since there in the background, they will consume pollygons and lag

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