because i wanted it to have renengade textures.

1 to make it look like its a renegade map by providing familiar textures
2 to avoid having to make textures myself (why would i make the textures when there is a absolutely massive library of them to use for free)
3 because i knew it would look great with renegade textures on it anyway.

also theres not much point in fannying around with the textures for too long when theres so much more work ahead, like actually getting max8 to work, getting the service packs for it, actually getting this to look like it does now in max8, re-learning how to use max8, and then all the renegade related things that there are to do on top of that, spawn points, actual buildings, blockers, hitboxes.