Subject: Re: Mod-related changes in scripts 4.1
Posted by Gen_Blacky on Tue, 07 Jan 2014 01:31:48 GMT
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Mauler wrote on Mon, 06 January 2014 15:01I did use RenegadeEX.. It worked on getting the filename just like the the image i posted but failed to load textures ingame   since i work with lightmap textures it would be an asset to use the same method westwood used..

I know you can because I have done it before several times just cant remember how from the top of my head.

Play around with RenegadEx and XCC mixer or its with the leveledit editor cache.