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Subject: Missing Textures

Posted by [IRON FART](#) on Wed, 24 Mar 2004 04:54:35 GMT

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Oh that stuff. There are loads of different textures like that in always.dat. But none of them were ever used in game (obviously).

I don't know if there were ever any plans to use them in game either. But many of the textures in there were used in Single Player.

I thought you were talking about textures in buildings.zip.

And that robot is the Chameleon. Well, not finished of course.

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