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Subject: Missing Textures

Posted by [Oblivion165](#) on Wed, 24 Mar 2004 03:40:40 GMT

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Did anyone else notice all of the missing textures from the standard Texture pack? There are alot more that i havent seen before, but they are in DDD format.

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Subject: Missing Textures

Posted by [IRON FART](#) on Wed, 24 Mar 2004 03:45:40 GMT

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Missing how? Not all textures used in all the Renegade maps are there... That was on purpose. But the available textures are commonly used in the Renegade maps.

DDS format\*

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Subject: Missing Textures

Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 03:45:45 GMT

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What're you talking about?

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Subject: Missing Textures

Posted by [Oblivion165](#) on Wed, 24 Mar 2004 03:54:25 GMT

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well i used RenegadeEX to extract every single texture or skin in renegade, and i went throught each and everyone, and there are alot of wall textures, trees, rocks, everything, even characters. Like this clown:

Or this robot for no reason:

I would suggest for eveyone to go through the entire texture list, it has so many awsome textures not included in the standard pack.

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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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