
Subject: Re: ramjet gmax request

Posted by [Dealman](#) on Sun, 13 Jan 2008 20:04:11 GMT

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Just make an edited texture for the ramjet and put in Data folder?

EDIT: I added an fast remake of the current texture used in Renegade. Feel free to use it, I made it in about 20 seconds also I got a working .DDS if you want.

File Attachments

1) [w_ramj.bmp](#), downloaded 232 times
