
Subject: Re: Any one have?

Posted by [samous](#) on Fri, 28 Nov 2008 02:19:16 GMT

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dubble checking, the file water_texture is in it's proper name from the always.dat file, right?

EDIT:i edited the file, but nothing happened. none of the maps water texture changed...

EDIT: nvm, but what DXT did you use for the extraction, i can't get it to work...
