
Subject: Cannot find these textures:

Posted by [rrutk](#) on Wed, 02 Jan 2008 22:38:49 GMT

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Hi,

I cannot find these original renegade textures. I checked all mix-files (expectional under.mix, see below) and the zip's on the WW-FTP.

Where are these files, in what file?

EDIT:

got all, expectionally "metal2.tga" from C&C_Terrace

Subject: Re: Cannot find these textures:

Posted by [mrÄ&A-z](#) on Wed, 02 Jan 2008 22:40:03 GMT

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why you want them ?

Subject: Re: Cannot find these textures:

Posted by [rrutk](#) on Wed, 02 Jan 2008 23:45:05 GMT

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got it.

allways.dat / allways2.dat

E.g. I want to make overhead-maps for the renegade-wiki for all maps (with CP2-maps).

Subject: Re: Cannot find these textures:

Posted by [Scrin](#) on Wed, 02 Jan 2008 23:47:58 GMT

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rofl

Subject: Re: Cannot find these textures:

Posted by [rrutk](#) on Thu, 03 Jan 2008 00:12:09 GMT

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Need:

1. the reason, why W3D-Viewer crashes with Glacier_Flying...cannot open it (internal error)
2. to know, how to merge w3d-files...e.g. city & the city_flying adds

Subject: Re: Cannot find these textures:
Posted by [crazfulla](#) on Thu, 03 Jan 2008 14:02:37 GMT
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1. W3d viewer is shite, try 'MAKE'ing the terrain in Level Edit.
 2. I don't think u can in W3d Viewer, same suggestion as above.
-

Subject: Re: Cannot find these textures:
Posted by [rrutk](#) on Thu, 03 Jan 2008 16:47:15 GMT
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crazfulla wrote on Thu, 03 January 2008 14:021. W3d viewer is shite, try 'MAKE'ing the terrain in Level Edit.

2. I don't think u can in W3d Viewer, same suggestion as above.

I don't know why, but Level Edit crashes every time i load a lvl-file. Does it works on WinXP?

I found out, to to make overlays with W3D-Viewer. Load both w3d-Files, make Aggregates and then select them in Bone-Management.

I guess, it is not pssible to save this. But enough for making an overhead-projektion.

So, the last problem is glacier_flying:

<http://www.united-forum.de/showthread.php?t=62675>
