Subject: Available Material Libraries...
Posted by Anonymous on Tue, 15 Oct 2002 11:20:00 GMT

Download XCC Mixer, and copy the texture files as Targas(.tga) and you can use them. Don't rename them, because if you do, you'll have to put your file in your mod package. As long as they have the original file names, the corresponding dxt file will be loaded in LevelEdit/Renegade. Also, I believe Westwood release a texture pack for use with Renegade, just do a little browsing and you'll find it.