
Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 04:30:00 GMT
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When i copied all the textured i used on the map to a folder called "textures" in the roof-gnome mod folder, i got those weird Westwood textures in place of the ones that i used in RenX. When i placed the textures in the main folder, the radar dome turned (mostly) black instead Does anyone know how to get textures to function properly? Am i doing something wrong?
