Subject: Re: ramjet gmax request
Posted by Dealman on Sun, 13 Jan 2008 20:04:11 GMT

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 163 times