
Subject: Re: New Tutorial!

Posted by [Di3HardNL](#) on Thu, 11 Dec 2008 20:46:59 GMT

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If you want to see what textures a specific building uses. Extract all enc_...w3d files

That are all the buildings seperated. Just open one of those and you can see which textures they use.

You have to re-apply the textures in RenX indeed.

I know this is very time consuming, but i found a new way where you can make it faster When all renhelp tutorials are transfered i make a new one with the faster method.
