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Subject: Re: REBORN

Posted by [Vancer2](#) on Sun, 14 Dec 2008 19:08:52 GMT

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Um okay I opened XCC mixer and opened Always.dat. I found the files for textures of the weapons but im not sure how to apply them to Renegade, Is it as simple as just extracting and putting in Renegade Data folder, or does it require something else?

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