Subject: the d_tk_* textures
Posted by jonwil on Sun, 18 Apr 2004 13:45:42 GMT

in always.dat, there are textures called d_tk_*.dds

I believe they were supposed to be drawn when vechicles drive around on some surfaces.
I believe that by editing surfaceeffects.ini, you could make them work.
Anyone wanna have a go or something?
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