Subject: Am I right?
Posted by Anonymous on Sun, 05 Jan 2003 18:06:00 GMT
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You dont have to include textures that are already in the renegade files when you publish a map?

Subject: Am I right?
Posted by Anonymous on Sun, 05 Jan 2003 18:14:00 GMT
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Nope, if the game can find it in always.dat, you don't need it in your mod directory.

Subject: Am I right?
Posted by Anonymous on Sun, 05 Jan 2003 18:32:00 GMT
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I thought so, thx.

Subject: Am I right?
Posted by Anonymous on Sun, 05 Jan 2003 18:36:00 GMT
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what is it with .dds files? I mean they can be replaced by .tga files?

Subject: Am I right?
Posted by Anonymous on Sun, 05 Jan 2003 20:09:00 GMT
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quote:Originally posted by DeafWasp:what is it with .dds files? I mean they can be replaced by .tga files?Eqvaliser has a plugin for PSP 7.0 which will decompress/recompress .DDS files. [URL=http://www.renegade.eqvaliser.com/skindownload.asp]http://www.renegade.eqvaliser.com/skindownload.asp[/UR L]Also on Nvidia.com the source code is available for a plugin for 3ds Max, but the SDK is required to recompile the binaries. As far as replacing .DDS with .TGA, ive never had exceptionally great luck with it. Level Edit has scoffed at some of my .TGA files in the past.Edited 10:20pm CST for spelling error. [January 05, 2003, 20:13: Message edited by: Khaldor]