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**Subject:** Textures

**Posted by** [bisen11](#) **on Fri, 27 Feb 2009 07:25:45 GMT**

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It seems everytime I get back into doing so mapping and it happens to be on a new HD, I always have a hard time finding that huge folder full of all kinds of textures for Ren. I know it was a seperate download from the other renegade tools and it was on the westwood FTP (is that still up?). Anyways, it'd be nice if a link to these could be put in a sticky. So anyone got a link to download them?

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**Subject:** Re: Textures

**Posted by** [Gen\\_Blacky](#) **on Fri, 27 Feb 2009 07:41:38 GMT**

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is this what you want

<http://ftp.games.skynet.be/pub/ftp.westwood.com/renegade/tools/RenegadeTextures.zip>

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**Subject:** Re: Textures

**Posted by** [bisen11](#) **on Fri, 27 Feb 2009 08:55:07 GMT**

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Yah, thanks.

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**Subject:** Re: Textures

**Posted by** [Veyrdite](#) **on Fri, 27 Feb 2009 12:07:43 GMT**

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bisen11 wrote on Fri, 27 February 2009 18:25It seems everytime I get back into doing so mapping and it happens to be on a new HD, I always have a hard time finding that huge folder full of all kinds of textures for Ren. I know it was a seperate download from the other renegade tools and it was on the westwood FTP (is that still up?). Anyways, it'd be nice if a link to these could be put in a sticky. So anyone got a link to download them?

Why not just extract every dds from always.dat?

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**Subject:** Re: Textures

**Posted by** [Gen\\_Blacky](#) **on Fri, 27 Feb 2009 14:28:28 GMT**

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Dthdealer wrote on Fri, 27 February 2009 06:07bisen11 wrote on Fri, 27 February 2009 18:25It seems everytime I get back into doing so mapping and it happens to be on a new HD, I always have a hard time finding that huge folder full of all kinds of textures for Ren. I know it was a seperate download from the other renegade tools and it was on the westwood FTP (is that still

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up?). Anyways, it'd be nice if a link to these could be put in a sticky. So anyone got a link to download them?

Why not just extract every dds from always.dat?

Because then he has to take the time and resave them all to .tga if hes going to use them in gmax /3dsmax

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**Subject:** Re: Textures

**Posted by** [Veyrdite](#) **on** Sat, 28 Feb 2009 00:06:11 GMT

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Err... just open the right-pane in XCC, browse to the DIR you want the textures copied to, select them in the left pane, then right-click on one and click on copy as tga.

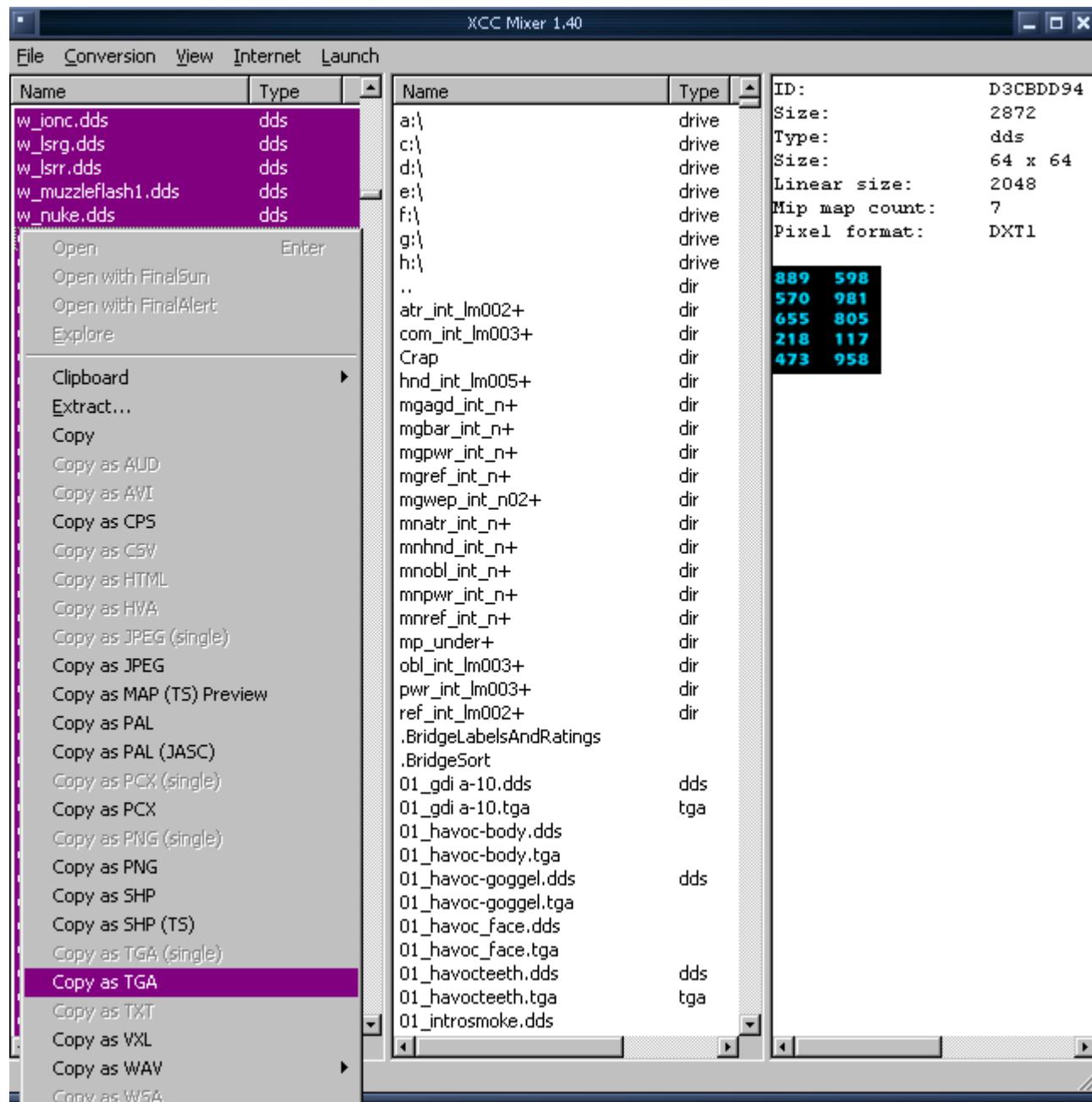
I posted an animated gif a while ago on the forums on how to sue the second pane - looking for it now.

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**File Attachments**

1) [rf\\_xcc\\_copyastga.png](#), downloaded 388 times

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Subject: Re: Textures

Posted by [Gen\\_Blacky](#) on Sat, 28 Feb 2009 00:21:22 GMT

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o wow never knew that lol thank

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Subject: Re: Textures

Posted by [ErroR](#) on Sat, 28 Feb 2009 08:57:07 GMT

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xcc mixer's search future sux badly, so using both wastes less time

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