
SWIVELLER'S STRUCTURES: HLAALU

V 1.1

This is a high-res texture pack for Bethesda's computer game Morrowind. This updated version employs the more efficient DXT1 format, reducing individual file sizes by approximately 50% while retaining image quality. No other changes were made.

INSTALLING

Copy the *.dds files to your Morrowind\Data Files\Textures folder, and allow Windows to overwrite. I recommend backing up your textures folder first, so that you can revert to the previous situation if you should wish to do so.

CREDITS AND LICENSES

TEXTURE	AUTHOR (images)	LICENSE TYPE (original)	LICENSE TYPE (TEXTURE)
tx_glass_amber	Swiveller, Mayang	Mayang: Mayang	CCANS 3.0
tx_hlaalu_ceiling (all)	Image*After, CG	Image*After, CG	NOT TO BE REDISTRIBUTED
tx_hlaalu_door (all)	Image*After	Image*After	CCANS 3.0
tx_hlaalu_hallt_wall	Swiveller, Image*After, CG	Image*After, CG	NOT TO BE REDISTRIBUTED
tx_hlaalu_sideedge_01	Image*After, CG	Image*After, CG	NOT TO BE REDISTRIBUTED
tx_hlaalu_topedge (all)	Image*After, CG	Image*After, CG	NOT TO BE REDISTRIBUTED
tx_hlaalu_wall2 (all)	Image*After, CG	Image*After, CG	NOT TO BE REDISTRIBUTED
tx_metal_hlaalulock	Mayang, Image*After	Mayang, Image*After CCANS 3.0	
tx_metal_strip (all)	Grunge	CCANS 2.5	CCANS 3.0
tx_stone_hlaalu_floor	Swiveller		CCANS 3.0

CCANS 2.5: Creative Commons Attribute-Noncommercial-Share Alike

CCANS 3.0: Creative Commons Attribute-Noncommercial-Share Alike 3.0 Unported

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