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**SWIVELLER'S STRUCTURES: HLAALU**  
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**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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