Subject: Textures and Buildings
Posted by Anonymous on Mon, 24 Feb 2003 08:22:00 GMT

View Forum Message <> Reply to Message

The buildings are added in RenX then the inside of the building is automatically "Spawned" when you take it into Leveledit. As for the textures you need to add a UWV map to make the textures appear not stretched on the map. Get Dante's Renhelp 1.9 it will help you out a lot as i can see your new to mapping. Click the link for Dante's Mod Exchange in my signature and oyu'll find it there.