Subject: could use some help
Posted by CnCsoldier08 on Sun, 02 Jan 2005 05:09:48 GMT

Select a mesh, press M, press 'Get Renegade Materials' remember the texture name, go to Utilities>UVW remove and ONLY REMOVE MATERIALS NOT UVW!!!

Then select the mesh again and apply the texture. You may have to use XCC mixer to get some of the textures.