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Subject: Mix Maps - Custom "texture maps" for Ren models?

Posted by [WNxCABAL](#) on Sun, 21 May 2006 11:10:55 GMT

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Hiya,

Just in the middle of making a little map for Ren and I was wondering whether it was possible to attach custom skins / texture maps to renegade models without having to copy the files to the data directory.

I've tried using the 'Include Files' feature in Level Editor. Although it attach's the file to the mix, it doesn't apply the "Skin/TM" to the model.

Can anyone help?

Cheers,

Andy

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