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Subject: Level Edit- Base Textures Black??

Posted by [Halo38](#) on Sat, 28 Jun 2003 19:18:47 GMT

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I didn't think you needed the textures used in renegade as level edit loads them from the always.dat

This is the particlar example....

Here i have a mesh with a smooth sand base texture, blended with a ruff sand texture, initally when i clicked make in level edit the textures appeared correctly ... ok, I saved it as a .lvl loaded it up later and i then see the smooth sand texture black, the blended ruff sand is ok as you can see

As i said the only way to fix it i know of is to delete the meshes in the instances tab and remake it.

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