Subject: Re: texture problems....
Posted by Captkurt on Thu, 10 Jul 2003 21:57:20 GMT

Lynqoidok i have texture my model, but when i come to open in level edit it doesnt find my
textures and it comes up with a white westwood icon, can any1 help me please?
Make sure you're textures are in .tga format and copied to you're C:\Program
Files\RenegadePublicTools\LevelEdit\Your_maps\EditorCache
folder.