
Subject: My little project

Posted by [Spyder](#) on Sat, 07 Jun 2008 19:10:54 GMT

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I am currently reskinning all renegade maps. I want to give all non-desert maps a desert skin by replacing their originals. But there is one problem. Some skins like:

hpad_bolt.dds

l03_rock02.dds

and some more, turn black when I replace them. I also tried to remake the whole file with the correct settings, but still they're turning black. Does someone know a working solution for this?

I found out that this problem mostly occurs with 128x128 resolution texture files.
