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Subject: Re: Making\texturing a chinook for renegade  
Posted by [Reaver11](#) on Sun, 08 Jun 2008 11:39:57 GMT  
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Dthdealer wrote on Sun, 08 June 2008 06:29Download Irfanview, convert the textures to .tga and then re-apply them as a renegade material. All the UVW data should remain intact.

So if I convert them to tga (already done) and reapply them to the meshes is should be good?

Edit: it is not only the uvw data but the original materials have two texture passes and I dont want to loose that effect it adds a nice look.

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