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Subject: Texture Bug

Posted by [Spike](#) on Sat, 06 Sep 2008 19:59:37 GMT

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I was working on a map for fun over the last couple of days and I just got one of the two old familiar errors I never figured out how to fix.

The texture looks just fine in Renx but when I put it into LE it becomes stretched for some reason and I can't figure out what is causing it.

Example

<http://i1111.photobucket.com/albums/n138/Sn0boardrdude/Renx.jpg>

This has happened in several places with the same texture, in most places it appears as it should however. Any help would be appreciated.

-Thanks

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