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Subject: How can I put textures as 1 file?

Posted by [woandre](#) on Thu, 03 Dec 2009 16:36:50 GMT

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Lol maybe this is stupid but I don't care

I've textured my model, but it has like 7 different textures (for example: 7 different colors).

Now when I release it, you'll get a .zip file that has 7 TGA files and 1 w3d file....

I see other mods using only like 2-3 TGA files in their .zip, even though it ain't just 2-3 textures.

Their textures look like the .dds files for skinning (like you can reskin the model easily)

Let me make it clear.

For example:

I got textures like

[http://www.artisandp.com/images/fullsize/2%20color%20Feather%20Finish%20close%20 up.JPG](http://www.artisandp.com/images/fullsize/2%20color%20Feather%20Finish%20close%20up.JPG), 7 different textures like that.

I want it like [http://www.cncden.com/images/c\\_mobius.jpeg](http://www.cncden.com/images/c_mobius.jpeg)

That you put the textures together in 1 TGA file which skins the whole model so I was wondering, is there a way to do that (easy)?

Or am I asking something strange now? Lol

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