Subject: Re: Mod-related changes in scripts 4.1
Posted by Gen_Blacky on Mon, 06 Jan 2014 21:00:50 GMT
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danpaul88 wrote on Mon, 06 January 2014 08:21
From the screenshot you've shown it looks like whatever tool you're using to generate that directory structure is malfunctioning. The engine strips folder paths off the paths you provide in LE before searching for files so it'd probably never be able to find those anyway...

That's how renegade loads the lightmaps for the map terrain model.
Look at the stock renegade maps.

Mauler wrote on Mon, 06 January 2014 02:37I was wondering if the makemix can package an entire directory of my map.. including folders located inside that directory.. to out put something like this...

last time i tried to do this if failed to work properly..

add them manually and use RenegadeEx