Subject: HELP! PLEASE!
Posted by Anonymous on Wed, 27 Nov 2002 14:11:00 GMT
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I am trying to texture my maps, but when I apply the textures in RenX and then export the map into the level editor, the textures just show up as the Westwood   (Green & White) Skin. Any ideas?

Subject: HELP! PLEASE!
Posted by Anonymous on Wed, 27 Nov 2002 14:17:00 GMT
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If you use an custom texture, that is not basicly implemented in renegade, you must copy the (it must be atleast an .tga file!!!!) int the EditorCache directory of your Modpacket.

Subject: HELP! PLEASE!
Posted by Anonymous on Wed, 27 Nov 2002 14:20:00 GMT
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Thanks alot, but i tried that and for some reason it doesnt work.

Subject: HELP! PLEASE!
Posted by Anonymous on Wed, 27 Nov 2002 14:53:00 GMT
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Also, they have to be in .tga format

Subject: HELP! PLEASE!
Posted by Anonymous on Wed, 27 Nov 2002 15:04:00 GMT
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I FIXED IT!!! THANK YOU!! I LOVE ALL OF YOU! I LOVE YOU!!! YOU"RE THE BEST!!!!!!!!! YEAH BABY!!! WAHOOOOOOOOOOOOO!!!!