
Subject: I need help

Posted by [marksmee](#) on Thu, 24 Nov 2005 18:50:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

Im new and need help with Texture problem!

My problem with the texture is that it isnt showing as it should. Here is a picture of my map in RenX

In RenX its showing fine... but when i export it to Renegade Editor to edit it the 1 texture only shows like this

Its really Bugging me and i cant continue until this is fixed

File Attachments

1) [New UNderground map.bmp](#), downloaded 350 times

Subject: Re: I need help

Posted by [danpaul88](#) on Thu, 24 Nov 2005 23:25:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

1) dont post bmp images, they take too long to display

2) make sure your using .tga format for your textures... only that format (and .dds) will work in LE

Subject: Re: I need help

Posted by [Spice](#) on Fri, 25 Nov 2005 11:20:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

I can't see your gmax screenshot so I'm not sure what you're talking about.

Renegade only supports the TGA format for textures.

Try adding the UVW mapping modifier and mapping your texture to something like 6x6x6 and exporting.
