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Subject: Mix Maps - Custom "texture maps" for Ren models?

Posted by [WNxCABAL](#) on Sun, 21 May 2006 11:10:55 GMT

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Hiya,

Just in the middle of making a little map for Ren and I was wondering whether it was possible to attach custom skins / texture maps to renegade models without having to copy the files to the data directory.

I've tried using the 'Include Files' feature in Level Editor. Although it attach's the file to the mix, it doesn't apply the "Skin/TM" to the model.

Can anyone help?

Cheers,

Andy

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Subject: Re: Mix Maps - Custom "texture maps" for Ren models?

Posted by [JeepRubi](#) on Sun, 21 May 2006 12:35:30 GMT

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I THINK you just put the texture in your mod folder but im probably wrong.

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Subject: Re: Mix Maps - Custom "texture maps" for Ren models?

Posted by [Zion](#) on Sun, 21 May 2006 12:54:38 GMT

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for any textures/skins (.tga/.dds) you put them in the <mod name>\EditorCache\ otherwise they wont display in LE.

also remember to include the texture/skin files with the map otherwise they wont be displayed ingame.

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Subject: Re: Mix Maps - Custom "texture maps" for Ren models?

Posted by [WNxCABAL](#) on Sun, 21 May 2006 14:21:51 GMT

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Do I have to include the tga as well as the dds?

Otherwise, I have done that, and still nothing.

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Subject: Re: Mix Maps - Custom "texture maps" for Ren models?

Posted by [Zion](#) on Sun, 21 May 2006 21:06:56 GMT

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you add the texture/skin that you used.

have you tried restarting LE?

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