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Subject: Textures and Buildings

Posted by [Anonymous](#) on Sun, 23 Feb 2003 21:13:00 GMT

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I am having troubles with making levels. I have RenX and the Renegade level editor. I know to push m and how to edit the options to get terrain, except, I seem to not be able to get the textures onto my computer. I went to <http://ftp.westwood.com/pub/renegade/tools> and the textures download would not download. Also, with buildings, in Renegade Level Editor There is an option for Building Exteriors and Interiors in the Terrain options. Internal I have no problems with except i cannot figure out how to get the PCT picture into someof the buildings though i know how to get it to operate with a PCT Zone. However, exteriors do not work, none of them, i select one and click make and it does nothing. If you can help that would be very very very greatly appreciated.

Bret

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Subject: Textures and Buildings

Posted by [Anonymous](#) on Mon, 24 Feb 2003 08:22:00 GMT

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The buildings are added in RenX then the inside of the building is automatically "Spawned" when you take it into Leveledit. As for the textures you need to add a UWV map to make the textures appear not stretched on the map. Get Dante's Renhelp 1.9 it will help you out a lot as i can see your new to mapping. Click the link for Dante's Mod Exchange in my signature and oyu'll find it there.

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Subject: Textures and Buildings

Posted by [Anonymous](#) on Tue, 25 Feb 2003 00:15:00 GMT

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I think his problem is not even being able to get the textures from the ftp site. whats ur e-mai address? i'll e-mail em' to you.

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