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Subject: RenX load textures

Posted by [Spyder](#) on Sat, 03 Oct 2009 16:06:55 GMT

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I'm trying something new at this moment, but it's not quite working. Whenever I try to import a map in RenX, it turns completely black, and I can't find a way to import the textures.

Can anyone please tell me how to get the textures loaded? They're already inside a folder in .tga format.

Also, when going through the material navigator, I can't find a way to select or alter certain textures. Is there a way to do it, or is this a missing feature in RenX?

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Subject: Re: RenX load textures

Posted by [Spyder](#) on Sat, 03 Oct 2009 16:51:44 GMT

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Damn...wrong forum. Please move

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Subject: Re: RenX load textures

Posted by [ErroR](#) on Sat, 03 Oct 2009 17:11:44 GMT

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you have to re apply all the skins to the map, you can however browse to a folder with textures, so it shows up the textures in RenX when you import BUT it won't work on export, gotta reskin. If that's what you meant.

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