
Subject: How can I put the .dds on the model?

Posted by [Imdgr8one](#) on Thu, 22 May 2003 18:51:45 GMT

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Okay, I am trying to make a b-ball court for renny, so here I go-
I have located the too files I need-(lv8_bbcrt.dds and lv8bkbrd.dds), and I am trying to make them go onto a plain and a box which is attached to a cylinder, which is attached to the plain. I looked up in the tutorials thread, but I'm not quite sure what I am doing. Any help is appreciated.

Subject: How can I put the .dds on the model?

Posted by [laeubi](#) on Thu, 22 May 2003 20:01:34 GMT

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<http://www.laeubi.de/tutorials> or www.renhelp.info

Use the UVW-Tutorial

If that donb't help contact me in IM.

Subject: How can I put the .dds on the model?

Posted by [Imdgr8one](#) on Thu, 22 May 2003 20:16:33 GMT

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It's UVW ok...

Subject: How can I put the .dds on the model?

Posted by [Captkurt](#) on Fri, 23 May 2003 07:04:04 GMT

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Using the program XccMixer, open up the Always.dat file and after finding the file you want right click your mouse and choose "Copy as TGA" do this to both of the files you mentioned.

Subject: How can I put the .dds on the model?

Posted by [Ingrownlip](#) on Fri, 23 May 2003 08:02:49 GMT

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That's like asking how to put the cheese in cheese soup!

I'm just kidding... I hope you figured it out alright.

Subject: How can I put the .dds on the model?

Posted by [Imdgr8one](#) on Fri, 23 May 2003 17:00:10 GMT

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yarg it's being a pain.
