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Subject: Renegade Texture: I NEED HELP!!!!

Posted by [TheatreRaptor](#) on Wed, 28 May 2003 06:59:25 GMT

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:gdi: :gdi: :gdi: :gdi: :gdi: :gdi: :gdi: :gdi: :gdi: :gdi: :gdi:

What is going on!!! I have downloaded the textures in tga format. I ran through the proper sequence in renx to apply them to my objects.

[list] [\*]Click on Renegade Material Editor

[\*]Give it a name and type of material

[\*]Click on Texture Tab

[\*]Check Stage 1 Texture box

[\*]Click on None

[\*]Locate and open the wanted texture

[\*]Click on Display

[\*]Click on Apply to Material

[\*]Go to the Modify tab

[\*]Click on the Modifier list Drop Down Menu

[\*]Click on UVW Map

[\*]Select shape (in this case Box)

[\*]Input Numbers until it looks good

[\*]Export Mod File

[\*]Put all used textures in editor cache under the name of the used mod package in Comando Editor

[\*]Add map to terrain list

[\*]Make New Terrain [/list:u]

At this point I get my map but it has no texture in Comando. It looked fine in RenX but not in Comando. Does anyone know how to correct this problem. If you could help me that would be great. Reply to this, Email me at [CandCControl@AOL.com](mailto:CandCControl@AOL.com) or IM me at that name. Thank you much.

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Subject: Renegade Texture: I NEED HELP!!!!

Posted by [Ferhago](#) on Wed, 28 May 2003 07:34:28 GMT

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I certainly hope you wont type all your messages like that. I sure hope ACK doesnt come in here or he'll have a ball with this one

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Subject: Renegade Texture: I NEED HELP!!!!

Posted by [Cpo64](#) on Wed, 28 May 2003 07:39:10 GMT

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A picture would be helpful, and tone down the post, too bright... (the colors, they hurt my head...)

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Subject: Renegade Texture: I NEED HELP!!!!  
Posted by [TheatreRaptor](#) on Wed, 28 May 2003 08:01:07 GMT  
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Sorry bout the brightness and the size. Didn't know that was not liked. I'm new to the forum. Um, about an image, I dont know how to do that other than just E-Mail it to you. The prob is I know about the Img thing but I dont know how to get my picture on the net to begin with. I dont have a site or anyhing. If you could help me by accepting an E-Mail or by telling me another way that is great. Another way to contact me is CandCControl@AOL.com

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Subject: Renegade Texture: I NEED HELP!!!!  
Posted by [Cpo64](#) on Wed, 28 May 2003 08:18:51 GMT  
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I will send you an email, normaly we use n00bstories to post pictures, but it has been down for a while, I don't know why

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Subject: Renegade Texture: I NEED HELP!!!!  
Posted by [Captkurt](#) on Wed, 28 May 2003 12:01:02 GMT  
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Make sure you have the textures you used in RenX also copied into your Level Edit\EditorCache folder also.

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Subject: Renegade Texture: I NEED HELP!!!!  
Posted by [gendres](#) on Wed, 28 May 2003 15:49:07 GMT  
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Captkurt01 Make sure you have the textures you used in RenX also copied into your Level Edit\EditorCache folder also.

do that please

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Subject: Renegade Texture: I NEED HELP!!!!  
Posted by [TheatreRaptor](#) on Wed, 28 May 2003 17:41:22 GMT  
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Um, This is what I did. I placed all texture files used in

C:\ProgramFiles\RenegadePublicTools\LevelEdit\Infantry Only\EditorCache Infantry Only being my mod package name. :bomb:

Captkurt01 Make sure you have the textures you used in RenX also copied into your Level

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Edit\EditorCache folder also.

:gdi: :gdi: :gdi: :gdi: :gdi: :gdi: :gdi: :gdi: :gdi: :gdi: :gdi:

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Subject: Renegade Texture: I NEED HELP!!!!

Posted by [pulverizer](#) on Wed, 28 May 2003 17:58:15 GMT

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put your textures in:

#:\program files\RenegadePublicTools\LevelEdit\#your mod folder#\levels

you can do that too.

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Subject: Renegade Texture: I NEED HELP!!!!

Posted by [Cpo64](#) on Wed, 28 May 2003 18:01:09 GMT

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I have always just put them in my mod folder,

#:\program files\RenegadePublicTools\LevelEdit\#your mod folder#\

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Subject: Re: Renegade Texture: I NEED HELP!!!!

Posted by [NeoSaber](#) on Wed, 28 May 2003 18:31:08 GMT

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TheatreRaptorCheck Stage 1 Texture box

That's your problem. Use Stage 0.

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Subject: Renegade Texture: I NEED HELP!!!!

Posted by [laeubi](#) on Wed, 28 May 2003 19:31:11 GMT

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cant you just type in a message as normal tesxt without smilies overload undeline or such a uselss thing?

Underline and Bold as well as Italic and all other format options are to higlight something, make it more easer to understand or mark somthing important.

Format all you post with underline/red or very big will not make it easy to read, and belive me some people even won't reply to those topics.

btw: NeoSaber is right, use Stage 0, stage 1 is for detail mapping

For images you can use <http://www.imageupload.de.vu/>

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Subject: Re: Renegade Texture: I NEED HELP!!!!  
Posted by [Cpo64](#) on Wed, 28 May 2003 21:01:24 GMT  
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TheatreRaptor[list]  
[\*]Check Stage 1 Texture box [/list:u]  
I didn't even catch that...

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Subject: help  
Posted by [rawapple](#) on Wed, 28 May 2003 23:52:19 GMT  
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If you guys have this guy's problem figured out could you plz help me??  
All my textures are fine until I place a modified/created texture in the EditorCache or Levels folder the same folder that I put my .w3d file in.  
When I do this all of the textures turn into that w3d Westwood logo while viewing in the COMMANDO level editor (the same logo used on unknown textures).  
I've tried these folders:  
1. \*/RenegadePublicTools/LevelEditor/MODNAME/  
2. \*/RenegadePublicTools/LevelEditor/MODNAME/EditorCache  
3. \*/RenegadePublicTools/LevelEditor/MODNAME/Levels  
Any Help would be appreciated :biggrin:

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Subject: Renegade Texture: I NEED HELP!!!!  
Posted by [Captkurt](#) on Thu, 29 May 2003 00:02:31 GMT  
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RenegadePublicTools/LevelEditor/MODNAME/EditorCache

is the right one, as long as it's your mod folder's Editor Cache.

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Subject: Renegade Texture: I NEED HELP!!!!  
Posted by [gendres](#) on Thu, 29 May 2003 00:04:16 GMT  
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be sure your textures all al in .tga format

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Subject: Renegade Texture: I NEED HELP!!!!  
Posted by [rawapple](#) on Thu, 29 May 2003 01:56:36 GMT  
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All my textures are in .tga format and in EditorCache folder and it doesn't work. The COMMANDO level editor makes ALL textures (even basic textures) a WW logo when I do this!

When I don't put my textures in my EditorCache folder or my Levels folder the only textures that are WW logos are the created/edited ones.

Geeze this is annoying.

If anyone can figure out the solution I would be very gratefull. I use Paint Shop Pro and am trying to build a nice map with a slow 400mhz (stupid i know) and am using Win98.

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Subject: Renegade Texture: I NEED HELP!!!!

Posted by [Cpo64](#) on Thu, 29 May 2003 04:18:17 GMT

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There is a little box at the bottom of your commando screen with a buch of text in it, load the program fresh, open up your terrain, copy all of it into note pad, and read through it, looking for the name of your textures, what does it say about them?

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