

---

Subject: Re: I need help

Posted by [Spice](#) on Fri, 25 Nov 2005 11:20:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I can't see your gmax screenshot so I'm not sure what you're talking about.

Renegade only supports the TGA format for textures.

Try adding the UVW mapping modifier and mapping your texture to something like 6x6x6 and exporting.

---