
Subject: Re: 2 Questions about making maps
Posted by [Zion](#) on Thu, 21 Sep 2006 14:10:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you're using custom textures you need to add the .tga/.dds into editor cache in the mods root folder or it will display with westwoods dummy.

Make sure you use the the WHOLE waypath ID, not one of the waypoints.
