

---

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

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

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

---

: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.

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

---