
Subject: help

Posted by [rawapple](#) on Wed, 28 May 2003 23:52:19 GMT

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

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:
