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 anoying.
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.