Subject: Re: Quick Alpha question
Posted by Reaver11 on Mon, 16 Mar 2009 12:52:39 GMT
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I doubt this has to do with leveleditor. Leveleditor is mostly used for objects and objects.

'so I'm editing a Renegade texture' What texture are you editing?
As far as I know you should keep the texture sizes the same as the original (so if the original was 256x256 the the same for you new one). the same as the original texture + dxt to.

The only fix I would know is to import the model and change the texture or by using a hex editor to switch the texture name but you will have to keep the texture name the samelength.