
Subject: New Map Idea:Based on Mission 10
Posted by [boma57](#) on Sat, 16 Aug 2003 23:58:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Infinintwasent there something you could do that would make gmax find the renegade texture for the imported w3d?

Saving the texture it needs as .tga with the same filename will do it, but it won't work with multi-textured items like an entire level.
