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Subject: Re: How can I put textures as 1 file?  
Posted by [R315r4z0r](#) on Thu, 03 Dec 2009 17:18:12 GMT  
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You aren't "putting the textures together." It's just one texture.

It's called unwrapping a model. You basically unfold the faces of a model so that they display flat as a texture. Then you paint the texture you want on that unwrapped texture and it will automatically wrap around your model.

Tutorial in RenX:

<http://www.renegadehelp.net/index.php?act=tutorial&id=6372>

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