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Subject: adding textures

Posted by [Anonymous](#) on Mon, 30 Sep 2002 17:00:00 GMT

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I'm a newbie to the modding community and have figured out how to make a basic map and i'm getting better, but i still cant figure out how to add textures. I know... Told you i was a newbie.

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Subject: adding textures

Posted by [Anonymous](#) on Mon, 30 Sep 2002 17:16:00 GMT

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In RenX, open the material editor or press "m". Create a new material and click on the pass 1 tab. Go to the textures section and select "stage 0 texture". Click on the button that says "none" and select you texture(TGA file). Click on the picture with a circle pointing to a box and then click on display.

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Subject: adding textures

Posted by [Anonymous](#) on Mon, 30 Sep 2002 17:18:00 GMT

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This came from Ingrownlip's signature.<http://www.wildfiregames.com/insurrection/tutorials.shtml>

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Subject: adding textures

Posted by [Anonymous](#) on Mon, 30 Sep 2002 17:31:00 GMT

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Another thing, when i add buildings, their textures don't show up, and the terrain turns dark and lights up only where the buildings are.

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Subject: adding textures

Posted by [Anonymous](#) on Tue, 01 Oct 2002 01:44:00 GMT

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OH make sure the textures are in your mod folders directory for leveledit. I make this mistake sometimes, forget to put my texture in my mod folder. And sometimes you have to pull down the lighting menu and run Compute Vertex lighting to get the textures to look right in leveledit.(have to do this before map is finished anyway.) [ October 01, 2002, 01:46: Message edited by: garth8422 ]

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