Subject: HELP! PLEASE!
Posted by Anonymous on Sat, 05 Oct 2002 16:01:00 GMT
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I am applying textures to my maps in Gmax. When i export the map, the textures are replaced by the westwood skin. How do i fix this????? (nOTE: All the textures are in the editorcache folder)PLEASE HELP ME! I AM GOING CRAZY!

Subject: HELP! PLEASE!
Posted by Anonymous on Sat, 05 Oct 2002 20:20:00 GMT
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They need to be in the same folder as the .w3d file of your map, (LevelEdit).

Subject: HELP! PLEASE!
Posted by Anonymous on Sat, 05 Oct 2002 21:31:00 GMT
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I suggest reading the cnc level tutorial.http://www.wildfiregames.com/insurrection/cncleveltutorial.shtml