
Subject: Textures in RenX/Level Edit
Posted by [Anonymous](#) on Fri, 03 Jan 2003 02:27:00 GMT
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Thanks for the reply, i'll try and figure it out but if i can't how do i go about putting the texture into myt package?

Subject: Textures in RenX/Level Edit
Posted by [Anonymous](#) on Fri, 03 Jan 2003 06:06:00 GMT
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Just put them in the main directory of the mod, /RenegadePublicTools/LevelEdit/YourModHere/

Subject: Textures in RenX/Level Edit
Posted by [Anonymous](#) on Fri, 03 Jan 2003 08:10:00 GMT
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Or better yet, the EditorCache directory.

Subject: Textures in RenX/Level Edit
Posted by [Anonymous](#) on Fri, 03 Jan 2003 11:22:00 GMT
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Put it in the editor cache folder. (in ur mod folder) make sure that the texture files are just in the editor cache folder, not in a folder that is inside the editor cache folder.

Subject: Textures in RenX/Level Edit
Posted by [Anonymous](#) on Fri, 03 Jan 2003 12:26:00 GMT
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Hey guys i know it's been asked before, i searched and only confused me with the random answers. I am applying textures to, let's say a plane (a map if you will). when i bring it into Level Edit the texture is either replaced by a Westwood logo or is just black. How do i fix this?Thanks in advance.

Subject: Textures in RenX/Level Edit
Posted by [Anonymous](#) on Fri, 03 Jan 2003 12:41:00 GMT
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Put the missing texture into your package. If you see the Westwood logo then the editor cannot

find your texture.

Subject: Textures in RenX/Level Edit

Posted by [Anonymous](#) on Sat, 04 Jan 2003 00:52:00 GMT

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quote: Or better yet, the EditorCache directory.----- quote: Put it in the editor cache folder. (in ur mod folder) make sure that the texture files are just in the editor cache folder, not in a folder that is inside the editor cache folder.I put them in the "level" folder.(In my mod folder).
