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Subject: Map Texures

Posted by [\\_SSnipe\\_](#) on Tue, 29 Jan 2008 07:00:51 GMT

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How i can tell which texture (skins ) files for for each map i noticed field all begian with l03\_ does that mean only those are for that map and other maps have there own set you can tell by number?

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Subject: Re: Map Texures

Posted by [Zion](#) on Tue, 29 Jan 2008 08:41:06 GMT

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There are prefixes like that with textures and models.

There were 3 LoD (Level of Detail) options you could use for textures and models. These will vary from good quality at hightest setting, to just a blur at lowest setting.

L01, are small low quality textures/models.

L02, are medium quality textures/models.

L03, are large, high quality textures/models.

Depending on what textures/models would be loaded depended on what graphics settings you have Renegade at.

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Subject: Re: Map Texures

Posted by [jonwil](#) on Tue, 29 Jan 2008 11:34:43 GMT

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Names like l03\_ and l10\_ mean that the texture was initially created for (or requested by the designer of) that particular single player mission. Once it was created, it was then available for any of the mappers to use on any of the maps.

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Subject: Re: Map Texures

Posted by [Zion](#) on Tue, 29 Jan 2008 11:52:50 GMT

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I thought it was for the LoD?

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Subject: Re: Map Texures

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Posted by [crazfulla](#) on Tue, 29 Jan 2008 15:37:13 GMT

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lol

Many of the textures are used in many levels for example the map C&C\_Alpine is so damn blinding a skin was made to turn the snow to sand thus relieving your eyes.

Because this texture was shared, maps like mesa and the chateau mission also have sand as a replacement. Recycling saves the environment and the number of files in a .mix

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Subject: Re: Map Texures

Posted by [\\_SSnipe\\_](#) on Wed, 30 Jan 2008 06:53:17 GMT

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thanks for the info guys

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Subject: Re: Map Texures

Posted by [danpaul88](#) on Wed, 30 Jan 2008 08:59:36 GMT

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Zion Fox wrote on Tue, 29 January 2008 11:52I thought it was for the LoD?

He is talking about texture files, not meshes within a W3D file.

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Subject: Re: Map Texures

Posted by [\\_SSnipe\\_](#) on Wed, 30 Jan 2008 20:21:47 GMT

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danpaul88 wrote on Wed, 30 January 2008 00:59Zion Fox wrote on Tue, 29 January 2008 11:52I thought it was for the LoD?

He is talking about texture files, not meshes within a W3D file.

lol

one fast question what settings do i set the map skin files as? i tryed and every things black..

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Subject: Re: Map Texures

Posted by [Slave](#) on Wed, 30 Jan 2008 20:29:27 GMT

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either dtx1 (normal) or dtx5 (with alphaslayer).  
try both and make sure the texture is the same size as the original, in filesize and in pixels.

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Subject: Re: Map Textures  
Posted by [\\_SSnipe\\_](#) on Thu, 31 Jan 2008 06:44:14 GMT  
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Slave wrote on Wed, 30 January 2008 12:29 either dtx1 (normal) or dtx5 (with alphaslayer).  
try both and make sure the texture is the same size as the original, in filesize and in pixels.  
everything was same and i tried the dtx1 and came out black so i guess only one last one to try!

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Subject: Re: Map Textures  
Posted by [crazfulla](#) on Thu, 31 Jan 2008 08:41:09 GMT  
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evidently if it has an alpha channel it has to be DXT5 otherwise DXT1 any other and it will be black...

of course there is the good old filename clash.

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