
Subject: Whoa. My map grew to 350 megabytes!
Posted by [Jaspah](#) on Thu, 27 Nov 2003 01:12:21 GMT
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Umm.

I think the name of the topic pretty much says it all. I put a few objects in and export and boom, 300mb on my computer.

Can someone tell me what happened?

Subject: Whoa. My map grew to 350 megabytes!
Posted by [Titan1x77](#) on Thu, 27 Nov 2003 01:18:13 GMT
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maybe you put a few 100mb objects into the folder??

Subject: Whoa. My map grew to 350 megabytes!
Posted by [Jaspah](#) on Thu, 27 Nov 2003 01:34:13 GMT
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Umm...Oh..

So I should have the whole load of textures in my folder?

Subject: Whoa. My map grew to 350 megabytes!
Posted by [Titan1x77](#) on Thu, 27 Nov 2003 02:48:46 GMT
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textures go into the editor chace...and just the ones your using

Subject: Whoa. My map grew to 350 megabytes!
Posted by [Jaspah](#) on Thu, 27 Nov 2003 14:43:26 GMT
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Nobody told me that... We need more advanced tutorials at renhelp.

Subject: Whoa. My map grew to 350 megabytes!
Posted by [General Havoc](#) on Thu, 27 Nov 2003 21:35:52 GMT

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You don't put textures in your modfolder! Only put custom ones in your modfolder as any Westwood ones you use are pulled from the always.dat, if your textures were extracted from the always.dat or named correctly after the Westwood ones then after you export from RenX they should be loaded automatically from the always.dat by the editor.

If you are using heightfield then simply open the always.dat and write down the name of the texture you want to use and just type it in the texture box in the heightfield pallet with a *.tga extension (eg. l02_snow.tga).

Subject: Whoa. My map grew to 350 megabytes!
Posted by [zoogly](#) on Thu, 04 Dec 2003 21:42:31 GMT

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how do you use default textures anyway? where do you open them from?

Does it make any difference if your textures are in EditorCache or just in your mod folder?
