Posted by Anonymous on Sun, 16 Jun 2002 08:36:00 GMT
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I think I know how to get your textures to work, but I'm not 100\% sure. Try placing your texures in the same folder as your W3D map file, that should get the textures in game, or make a new folder for your building and place the textures and the W3D files in there and tell Commado Level Edit where your new building is. Hope this is of any help, half the time I have no idea how i get things to work, or why they don't work. Good luck on your mod, sounds cool.