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Subject: Re: .mix map problems.

Posted by [Spetz5](#) on Thu, 08 Jun 2006 20:32:52 GMT

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Putting the models into the map is no problem, Exporting the map with them is no problem, My only problem is in-game these new models have no textures. When I export the map, it does not export the new textures with it, How might I change this?

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edit - Never mind, I found my problem, Since I'm using the newer version for Level edit, the .mix export option will not export texture files, so I am forced to do it the older way.

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