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Subject: Re: Level edit questions

Posted by [Dealman](#) on Thu, 14 Feb 2008 06:40:34 GMT

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Sl4cker wrote on Tue, 12 February 2008 22:54 After i got a error message something like the texture wasnt in that folder. I moved the texture "0201grass1" same as in the tutorial to the correct folder. And restarted level edit and re loaded the map but still had the same problem for some reason.

Thanks for the info it will help a lot i got tired of moving like a snail lol.

You made the map in 3DS Max / RenX (GmaX) I suppose. Then try applying the texture "0201grass1" to the map mesh in the 3D Editor. Then export it as Renegade Terrain, import it into LevelEdit. Then make a new folder called "Textures".

C:/Program/RenegadePublicTools/LevelEdit/<mod>/<Create the Textures folder in here>(Or wherever you have your folders.). Then put all the textures you use on your meshes here.

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