Posted by Dreganius on Fri, 08 May 2009 08:25:43 GMT
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Whenever I try to save the Apache's .dds file as "v_nod_apache.dds", it will still come up with the stock Apache.

I've looked at other's textures, which have the name "v_nod_apache_m.dds" and when I use THAT, the apache just doesn't work (IE, black texture indicating DXT mismatch, and yes I've tried all the DXT settings)

Does anyone have a solution for this problem?

(EDIT: The Apache skin works in RP2, though.)