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Subject: Map Texture problems

Posted by [blkhnd112](#) on Wed, 20 Jul 2005 19:40:17 GMT

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I make a map in RenX and export it with the textures and they are in my mod package.

When I make the map in renx Some of the textures don't show up at all leaving part of the map completely black and some of the map is textured in level edit...

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Subject: Re: Map Texture problems

Posted by [Obelisk](#) on Thu, 21 Jul 2005 05:13:23 GMT

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make sure that if your using a texture thats not in renegade that its somewhere in your mod folder and that it is in tga format.

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Subject: Re: Map Texture problems

Posted by [Oblivion165](#) on Thu, 21 Jul 2005 14:35:32 GMT

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Yeah, sounds like your textures are .jpg or other. Renegade only supports .dds and .tga formats.

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