Subject: ...[N]eed Major Help... Posted by will on Sat, 16 May 2009 17:49:40 GMT View Forum Message <> Reply to Message

Hello, i am quite good at renegade so i decided to make maps myself. As i did, i'm having trouble actually playing it because everytime i save my work progression, and run on lan on 1 player, playing by myself, i click the drop down menu seraching for my mod package, as i click on it, theres no map availble for me to play, help me pls. I followed ev ery single spectacualr step of someones tutorial that is successful. My other problem is, my textures doesn't read on Level editor. help me plss

thnxs in advance

-will-

Subject: Re: ...[N]eed Major Help... Posted by Tupolev TU-95 Bear on Sat, 16 May 2009 17:51:00 GMT View Forum Message <> Reply to Message

hmmm

show us a ss and we might help u

Subject: Re: ...[N]eed Major Help... Posted by will on Sat, 16 May 2009 18:33:26 GMT View Forum Message <> Reply to Message

yay, i found the solution, but i still encounter a problem. How do i insert textures? I've downlaoded the texture pack and put it in the correct directory. Everytime i do add a texture to an object, it always gives the perimeter of the shape a different colour! I'm not after that, i'm after the texture that fill the area of the shape. For example, i tried inserting a grass in a shape but it doesnt work for me. Please guide me and help me T-T!

Subject: Re: ...[N]eed Major Help... Posted by ErroR on Sat, 16 May 2009 20:18:20 GMT View Forum Message <> Reply to Message

select the model in gmax, press M and then go to the tab on the right, then the right tab again, tick the first box, press display, chose texture... ah better try www.renegadehelp.net

Subject: Re: ...[N]eed Major Help... Posted by will on Sun, 17 May 2009 08:29:52 GMT ok, i've gathered that but in what directory do i place ALL my textures and buildings files? everytime i open level editor and make my level, it shows texture not found so it gives me a white background with writings on it than the grassy background i've wanted.

Subject: Re: ...[N]eed Major Help... Posted by ErroR on Sun, 17 May 2009 10:31:12 GMT View Forum Message <> Reply to Message

i think it's the root folder of the mod

Subject: Re: ...[N]eed Major Help... Posted by The Party on Sat, 23 May 2009 14:16:29 GMT View Forum Message <> Reply to Message

This is in the wrong forum. <.<

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