Subject: Whoa. My map grew to 350 megabytes!
Posted by General Havoc on Thu, 27 Nov 2003 21:35:52 GMT
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You don't put textures in your modfolder! Only put custom ones in your modfolder as any Westwood ones you use are pulled from the always.dat, if your textures were extracted from the always.dat or named correctly after the Westwood ones then after you export from RenX they should be loaded automatically from the always.dat by the editor.

If you are using heightfield then simply open the always.dat and write down the name of the texture you want to use and just type it in the texture box in the heightfield pallet with a *.tga extension (eg. l02_snow.tga).