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**Subject: I need help**

Posted by [marksme](#) on Thu, 24 Nov 2005 18:50:22 GMT

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I'm new and need help with Texture problem!

My problem with the texture is that it isn't showing as it should. Here is a picture of my map in RenX

In RenX it's showing fine... but when I export it to Renegade Editor to edit it the 1 texture only shows like this

It's really Bugging me and I can't continue until this is fixed

**File Attachments**

1) [New Underground map.bmp](#), downloaded 291 times

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**Subject: Re: I need help**

Posted by [danpaul88](#) on Thu, 24 Nov 2005 23:25:27 GMT

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1) don't post bmp images, they take too long to display

2) make sure you're using .tga format for your textures... only that format ( and .dds ) will work in LE

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**Subject: Re: I need help**

Posted by [Spice](#) on Fri, 25 Nov 2005 11:20:53 GMT

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I can't see your gmax screenshot so I'm not sure what you're talking about.

Renegade only supports the TGA format for textures.

Try adding the UVW mapping modifier and mapping your texture to something like 6x6x6 and exporting.

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