
Subject: Problem.....please help!
Posted by [Matt2405](#) on Sun, 04 Jan 2004 07:08:35 GMT
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Sorry if this has been asked before but, well I have made a new building with textures, doors, terminals etc. I put it in my map so it is a DM map but has 1 building in it. I try and load up level edit and it says at the bottom of the screen "Failed to load %thetexture%" or something like that and it loads up and the building and the map only show up the terran that has certain textures, how could I fix this?

Subject: Problem.....please help!
Posted by [Dante](#) on Sun, 04 Jan 2004 07:29:17 GMT
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find out what texture that is, and fix it.

Subject: Problem.....please help!
Posted by [Matt2405](#) on Sun, 04 Jan 2004 08:03:32 GMT
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What do you mean by fix a texture? How do I fix a texture? They all look fine in renx.

Subject: Problem.....please help!
Posted by [mike9292](#) on Thu, 08 Jan 2004 00:52:04 GMT
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i think u have to add the texture into the leveledit mod folder

Subject: Problem.....please help!
Posted by [--oo00o00oo--](#) on Thu, 08 Jan 2004 03:42:25 GMT
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also make sure your textures are the correct size and bit value

Subject: Problem.....please help!
Posted by [TheKGBspy](#) on Thu, 08 Jan 2004 05:56:50 GMT
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make sure that your texture are in Tga files, and the textures you applied in Gmax Are tga files too. Applying a .jpg texture or any other type than tga make lvl edit has problem to load them.

Subject: Problem.....please help!

Posted by [knOwn](#) on Sat, 17 Jan 2004 05:42:47 GMT

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Needs to be a .tga format texture, and you have to have it in a folder in your Mod. I put all my textures in the Editor Cache, as you don't delete it and they're easy to find if I have alot of other things.

So basically, everything said above put together
