Subject: My Map Posted by Anonymous on Sun, 01 Dec 2002 13:18:00 GMT View Forum Message <> Reply to Message

When I export my map into LevelEdit, all the textures are there and dandy. But when i export my map into Renegade and play it, the background texture (Grass) (the painted-on txture is dirt) is replaces by black. What do I do???

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