I am trying to add textures but everytime I do they come up black in Level Editor(commando). The textures on the buildings I imported from buildings-setup.gmax look fine, but every one I apply to anything object I make is black. I have tried adding lighting and changing the opacity options. This is driving me crazy as I am somewhat proficent in 3DSMAX. Any Ideas?On a side note - When I pull up the material editor in RENX(GMAX) and click the "get renegade material" or the "display material navigator" buttons, the material editor goes nuts. The navigator disappears when clicked on. When I go to Pass 1/Textures and click none to choose a texture, the browser doesn't appear untill I click on the material editor again. I have tried this on 3 differnt pcs with 3 different copies on gmax and had the same results. Does this happen to any of you?   Thanks. KroniKKNG