
Subject: Rediting a map in renx
Posted by [Distrbd21](#) on Tue, 20 Oct 2009 20:04:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello

I'm trying to reedit C&C_Under in renx i have it in there but my problem is.

none of the textures of the map stay.

how can i bring C&C_Under in Renx and keep the textures and all that when i export it as a w3d file
