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Subject: Re: Missing Textures ingame, which are present in LE

Posted by [rrutk](#) on Tue, 27 Sep 2011 13:48:30 GMT

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rrutk wrote on Tue, 27 September 2011 05:05 Missing Textures ingame, which are present in LevelEdit?

Dunno why?

In LevelEdit means, it's my OWN map.

The Textures are visible in LevelEdit and included in the \*.mix.

But they are missing, if I load the map in Renegade for testing purposes.

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