
Subject: Map terrain shows up as black in RenX
Posted by [iRANian](#) on Sat, 22 Oct 2011 10:07:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm trying to modify Islands' terrain but it shows up as black when I import it in RenX. From what I'm told I have to re-texture the .w3d. Is there any way to have all the different sections of the model show up with different colours?

File Attachments

1) [Untitled.png](#), downloaded 395 times

