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Subject: Map Making Questions

Posted by [spreegem](#) on Sat, 11 Oct 2003 03:26:47 GMT

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I just started to make Renegade maps this night, and Everything was fine in G-Max, but then I opened it up in in level edit, and two of the four textures where missing, How do I fix this? Do you need more info on the problem? How do I put multiple maps into a .pkg?

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