
Subject: Rediting a map in renx
Posted by [Distrbd21](#) on Tue, 20 Oct 2009 20:04:39 GMT
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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

Subject: Re: Rediting a map in renx
Posted by [ErroR](#) on Tue, 20 Oct 2009 20:05:20 GMT
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you can't have to retexture it yourself

Subject: Re: Rediting a map in renx
Posted by [Distrbd21](#) on Tue, 20 Oct 2009 20:09:09 GMT
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that is alot of work lol.

why arnt the buildings there the inside of them?

and is there away to make a mine feild in LE?

say if your walking like in seaside canyon you randomly blow up how would i put that in the map?

I'm trying to edit under and put a tunnel behind the power plants i have it done just have to edit it but i don't want to make it that easy.

and it is hard for me to make it like the other tunnels.

if i don't put it in renx and export it the textures are already there?

Subject: Re: Rediting a map in renx
Posted by [Spyder](#) on Wed, 21 Oct 2009 09:50:15 GMT
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The minefield is a script zone. It has to be done in LevelEdit.

Edit: Unless there is a way to do it with proxies in RenX, but I don't know about that.

Subject: Re: Rediting a map in renx
Posted by [Distrbd21](#) on Mon, 23 Nov 2009 21:30:06 GMT
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DimitryK wrote on Wed, 21 October 2009 04:50Distrbd21 wrote on Tue, 20 October 2009 22:09that is alot of work lol.

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bumb

I tried to use that script zone for it is there a script that goes along with it?, the script zone just crash's my game.
