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Subject: Textures in RenX/Level Edit

Posted by [Anonymous](#) on Fri, 03 Jan 2003 12:26:00 GMT

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Hey guys i know it's been asked before, i searched and only confused me with the random answers. I am applying textures to, let's say a plane (a map if you will). when i bring it into Level Edit the texture is either replaced by a Westwood logo or is just black. How do i fix this?Thanks in advance.

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