

---

Subject: My Map

Posted by [Anonymous](#) on Sun, 01 Dec 2002 16:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by maytridy:When I export my map into LevelEdit, all the textures are there and dandy. But when i export my map into Renegade and play it, the background texture (Grass) (the painted-on texture is dirt) is replaced by black. What do I do? ? ? Try computing the vertex light solve, and or change the ambient light on the grass texture's pass

---