
Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=
Posted by [Anonymous](#) on Mon, 15 Jul 2002 13:56:00 GMT
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I'm not quite understanding you correctly, but you used Commando to view your terrain and you say there is no texture? That could be due to not copying the used texture in RenX to the Level folder under your package name. If you are using custom textures then you will need to move them to the level folder. Otherwise, Commando uses the Renegade database for the "built-in" textures.
