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Subject: Re: Single Player Missions

Posted by [Reaver11](#) on Fri, 29 May 2009 11:38:54 GMT

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It shouldn't be untextured. In gmax it should look textured when importing it but when you export it then the textures are gone. All you need to do is reapply all the texture to the correct terrain pieces.

I don't really know another way

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