Subject: how to edit westwood maps in renx
Posted by JsxKeule on Sun, 28 Jun 2009 19:31:29 GMT
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when i open the w3d file from a westwood map like hourglass
i can see the map in renx and chane the textures but how i can add things like emitters and trees
when i add them in the file i cant see them ingame
so what must do