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Subject: Re: RenX load textures

Posted by [ErroR](#) on Sat, 03 Oct 2009 17:11:44 GMT

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you have to re apply all the skins to the map, you can however browse to a folder with textures, so it shows up the textures in RenX when you import BUT it won't work on export, gotta reskin. If that's what you meant.

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