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Subject: Map terrain shows up as black in RenX  
Posted by [iRANian](#) on Sat, 22 Oct 2011 10:07:35 GMT  
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I'm trying to modify Islands' terrain but it shows up as black when I import it in RenX. From what I'm told I have to re-texture the .w3d. Is there any way to have all the different sections of the model show up with different colours?

### File Attachments

1) [Untitled.png](#), downloaded 320 times

