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Subject: Re: Map terrain shows up as black in RenX  
Posted by [Gen\\_Blacky](#) on Sat, 22 Oct 2011 16:03:10 GMT  
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if you place all the missing textures in same location as your gmax file probably see most of the textures but should still remove all the old material data and retexture it.

Remove all material settings from every mesh. Just select the entire map and go into the material navigator and drag and drop the none box.

## File Attachments

1) [m.png](#), downloaded 290 times

