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Subject: adding textures

Posted by [Anonymous](#) on Mon, 30 Sep 2002 17:16:00 GMT

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In RenX, open the material editor or press "m". Create a new material and click on the pass 1 tab. Go to the textures section and select "stage 0 texture". Click on the button that says "none" and select you texture(TGA file). Click on the picture with a circle pointing to a box and then click on display.

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