heh, yeh, it definetely needs textures, among other things, hey Hjelstrom, are you really the guy who wrote all the do***entation? if so, why is your rank 'recruit'? shouldn't it be WW emplyoee or something? just curious, anyway, That was just a test map, to see if I could walk around and stuff (i could obviously) another problem is that when you shoot at the trees or the ground, it sounds like youre shooting metal, heh, adds to the wierdness.Anyway, Hjelstrom, if you are the guy who wrote all the do***ents, maybe you can help me out with something, I worked on that map some more, I put in some textures, foliage, dirt, wood, and I did it in GMAX, not RENX, because for some reason, the material editor in my RENX isnt working, I click on it and nothing happens, so I had to do it in GMAX, anyway, so I try and open the map up in RENX and I get an error message saying "an error has occured and the application will now close, do you want to save a copy of the current state?" I get this msg every time I try and open the map in RenX, I have no problems opening it in GMAX, I tried transfering one of the textured trees to the test map (i opened it in RenX to make sure I could first) and and opened it up in RenX, again, I get the same error message, so I'm guessing it has something to do with the textures, I was using a picture of foliage to make..foliage for my trees, part of the texture, which is on a plane, is transparent, does Renegade not support this or something? could this be the reason it crashes? btw, the trees were starting to look really kick ass, sucks that I can't use em (yet, at least)