Subject: Re: C&C Creekdale Final!
Posted by Spice on Mon, 23 Oct 2006 13:53:02 GMT

You need to get the texture files used on those two objects and place them in your editors cache then re-export the map.

The textures are probably in other maps you have in your data folder. Eitherway, just go into gmax and open the material editor on those those objects so you know what the textures are then do as above.