Subject: Re: Can someone edit Hourglass slightly for me
Posted by Zion on Wed, 30 Jan 2008 15:49:58 GMT
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Di3HardNL wrote on Tue, 29 January 2008 19:57it has to be done in leveledit, not renx (unless you want to add textures to the whole map manually again)

Not true.

W3D retains all material and texture settings. You just need to put the textures where the file wants you to put them.