
Subject: textures

Posted by [Anonymous](#) on Thu, 30 Jan 2003 13:09:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Davey98: quote:did you use a .tga image for the texture? no its
bmp....need tga?wall look at the idays... and no alpha blendingTY! yes - they must be tga's
