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Subject: textures

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

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quote:Originally posted by Taximes:If the texture was missing, it would've been a Westwood texture, not black.Your problem is probably something with the Alpha, try checking VAlpha on the object, and if you used alpha blending, make sure the material shader type is set to Alpha Blend.Well, I didn't think so, but I just wanted to make sure that he had it included.

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