
Subject: Problems with texture colours in Level Edit
Posted by [Anonymous](#) on Sat, 23 Nov 2002 04:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I got my problem fixed, I had taken the texture from Deus Ex but forgot to copy and paste it to a new image file so it was being saved as 8 bit not 24 bit. So thank you StoneRook as you made me realise that.
