
Subject: Problems with texture colours in Level Edit
Posted by [Anonymous](#) on Sat, 23 Nov 2002 03:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, my problem is that I've textured a pipe in a map I'm making with a red texture, however when I look at the level in Level Edit the texture turns blue, this isn't the first time this has happened to me either, another texture had yellow on it but in level edit the colour changed to blue. Does anyone know what is causing this change?
