Subject: adding textures
Posted by Anonymous on Tue, 01 Oct 2002 01:44:00 GMT
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OH make sure the textures are in your mod folders directory for leveledit. I make this mistake sometimes, forget to put my texture in my mod folder. And sometimes you have to pull down the lighting menu and run Compute Vertex lighting to get the textures to look right in leveledit.(have to do this before map is finished anyway.) [October 01, 2002, 01:46: Message edited by: garth8422]