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Subject: Alpha Channeled Textures

Posted by [icedog90](#) on Wed, 06 Oct 2004 19:07:00 GMT

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I have Renegade on 32-bit and it looks fine, works fine, and is way better than 16-bit. People who can't tell the difference are people with computers that don't support 32-bit in Renegade. Although, when I save a texture as 32-bit, it comes out as 256 color in the w3d engine. I always save as 24-bit.

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