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Subject: problem

Posted by [Fabian](#) on Fri, 25 Apr 2003 22:07:19 GMT

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i know its been said before, but i cant find the thread...

when i open up a saved level in commando, all the alpha blending is screwed up--the pass 1 texture is all over the material and the pass 2 texture is black. i know there is a way to fix it b/c ziegler digital said it could be done. how do i get it back to normal?

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