Subject: Re: CnC Reborn : Nod Bino
Posted by icedog90 on Fri, 13 Jan 2006 02:14:08 GMT

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Make sure you save the texture as 24-bit, not 32-bit. I don't know if you already know that or not, but it just looks like it's 32-bit, since the engine doesn't actually support 32-bit.