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Subject: Re: Black Textures?

Posted by [BlazeDragoon](#) on Sun, 05 Feb 2006 18:26:47 GMT

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Oblivion165 wrote on Sun, 05 February 2006 10:09 Usually when i get a black texture it means i forgot to save as a tga.

I would inject the mix with your textures folder.

Thanks for all the advice I'll try them out, as of for this I've done it. I just don't get why it works in the .pkg but not the .mix :S. Also rm whatcha mean has a problem with another map in the folder o.O?

Anyone have any ideas on the HoverMRLS issue?

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