
Subject: Proper format for saving a custom HUD.
Posted by [Vitaminous](#) on Thu, 03 Jul 2003 06:23:53 GMT
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AircraftkillerDXT3 works in W3D. The Medical Level map I created uses DXT3 textures due to an accident, and I was able to see them fine. Some others saw black textures. It's all dependent on the system that uses them.

Yeah, all I can see is white water.
