Posted by slosha on Wed, 25 Feb 2009 04:25:50 GMT

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In skinning the obelisk, the texture always comes out darker than normal. Does anyone know why this is happening and what I can do to fix it. I've been able to make it work the right way but I think that is just luck. Maybe it's updated scripts, I'm not sure. If any help is possible, please let me know.