Subject: Problem......please help!

Posted by kn0wn on Sat, 17 Jan 2004 05:42:47 GMT

Needs to be a .tga format texture, and you have to have it in a folder in your Mod. I put all my textures in the Editor Cache, as you don't delete it and they're easy to find if I have alot of other things.

So basically, everything said above put together