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Subject: Textures

Posted by [Anonymous](#) on Mon, 07 Oct 2002 18:56:00 GMT

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Can you add custom made textures in a map, and still make it a .mix file?

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Subject: Textures

Posted by [Anonymous](#) on Mon, 07 Oct 2002 19:02:00 GMT

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Yeah, just make sure that they are in the mod directory.

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