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Subject: textures

Posted by [Anonymous](#) on Fri, 31 Jan 2003 00:38:00 GMT

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Okay, I have a mad, and I added some custom textures that I need to have in the map. The texture displays in Gmax, but in LevelEdit, it turns black. Can anyone help?(pic of it in gmax)<http://pixas.mine.nu/~www/upfolders/upload8/hehe.JPG>davey89

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