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Subject: Alpha Channeled Textures

Posted by [PermaGrin](#) on Wed, 06 Oct 2004 15:49:55 GMT

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SeaManRenegade does not support 32 bit textures.

EXdeath7saved as 24bit Tga

I have had to help Blazea with this a few times. Sadly enough I cant seem to remember the way to do it. When I leave work and return home I can fiddle around and recall the steps for you. That is unless someone else answers your question before then.

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