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Subject: Texture appear blank in Level Edit

Posted by [Sanada78](#) on Sun, 20 Apr 2003 01:45:24 GMT

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Sorry that I keep asking for answers to these problems but this should hopefully be the last one I come across. When I export everything goes fine and it exports properly to a W3D file. I then view it in W3D viewer, no problems there, every texture appears. When I open it in commando I find that half of the textures don't appear and just get that Westwood logo where they should be. Do I have to specify a directory for level edit to look like in the W3D viewer?

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