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Subject: Level Edit- Base Textures Black??

Posted by [Halo38](#) on Sat, 28 Jun 2003 18:54:01 GMT

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Hi all,

I've been having this problem for a while now (only on some of my maps does this happen) when I load a level that i have previously worked on in level edit, most/all of the base textures on the alpha blended meshes are black??

A quick fix is to delete the meshes in the instances tab and remake it, but i'm curious as to why this happens in the first place? is there something i have done wrong in gmax?

Cheers for your help one and all.

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