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Subject: Proper format for saving a custom HUD.  
Posted by [Aircraftkiller](#) on Wed, 02 Jul 2003 22:08:11 GMT  
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DXT3 works in W3D. The Medical Level map I created uses DXT3 textures due to an accident, and I was able to see them fine. Some others saw black textures. It's all dependent on the system that uses them.

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