
Subject: Mod help

Posted by [Aircraftkiller](#) on Sat, 03 Apr 2004 02:17:09 GMT

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1. It's you, not u.
 2. It's a texture map, not a skin.
 3. It's a recticle, not a reticle.
 4. It's okay, not ok.
 5. If the texture map has alpha transparency, save it as DXT5. If it doesn't, save as DXT1.
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