Subject: Re: W3D Viewer Help
Posted by saberhawk on Fri, 05 Sep 2008 08:24:24 GMT
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Mauler wrote on Fri, 05 September 2008 03:21Hmm if it's the viewer would it be properly displayed in commando? or ingame?.. haven't had time to test it yet.

The actual game and LevelEdit use the same texture loading code, along with the same quirk. Best bet is to keep the original TGA stashed and use a DTX5 texture if you want to see how it's "supposed" to look