

---

Subject: problem

Posted by [Fabian](#) on Fri, 25 Apr 2003 23:56:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

its not that--the first time i import it to commando, everything is fine. say i place a few trees, then save the level. when i open the level again, the alpha blending is THEN screwed up.

---