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Subject: Re: Level Edit- Base Textures Black??  
Posted by [Captkurt](#) on Sat, 28 Jun 2003 19:04:55 GMT  
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Halo38Halo38when I load a level that i have previously worked on in level edit,

As in open level edit, and click 'open', and select my level

Do you have the textures stored in your  
C:\Program Files\RenegadePublicTools\LevelEdit\Your\_maps\EditorCache?

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