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Subject: Re: New Launcher

Posted by [danpaul88](#) on Sat, 03 Jan 2009 00:35:55 GMT

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Did you save it as .tga or .dds? It should be the same as it is in always.dat (probably .dds), and it has to be exported with the same export options as the original texture (usually DXT1 or DXT5 for .dds textures)

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