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Subject: Re: Uploading Texture To Map

Posted by [Good-One-Driver](#) on Thu, 01 Oct 2009 18:47:36 GMT

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ok so i uploaded all my texture and this is waht i get

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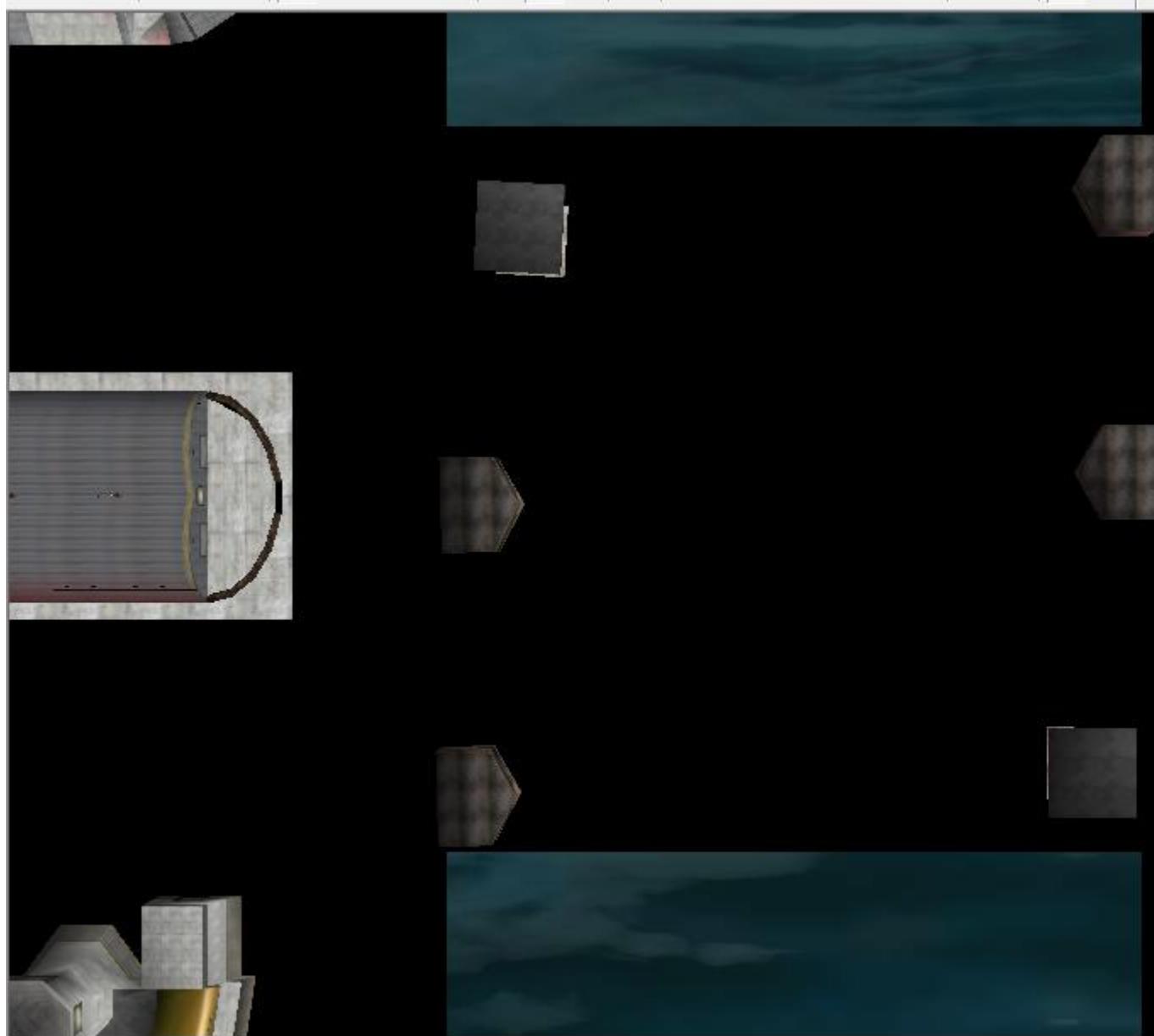
**File Attachments**

1) [HELP0UJK.jpg](#), downloaded 494 times

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# Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Map Screen Hits: 0  
Menu Screen Hits: 0  
TimeManager::Update: warning, frame 2097 was slow (9035 ms)

Ready

Sniper



» Martin <mad-rockz...

SniperP.gmax - gma...

LevelEdit

Command and C