Subject: Re: Texture Bug
Posted by Mauler on Sun, 07 Sep 2008 00:46:04 GMT

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Well checked it out, loads fine in W3dView and LevelEdit.. my suggestion is rename the material on the Ent_Cell mesh and any other mesh your having problems with and reapply UVW maps to the said meshes, rename your W3D file on on export if you haven't already done that already..