
Subject: Re: Uploading Texture To Map
Posted by [Good-One-Driver](#) on Tue, 29 Sep 2009 13:05:59 GMT
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ok i did that now i get this

File Attachments

1) [ok3.jpg](#), downloaded 508 times

SniperPractice - W3D Viewer

File View Object Emitters Primitives Sound Hierarchy Lighting Camera Background Movie Help

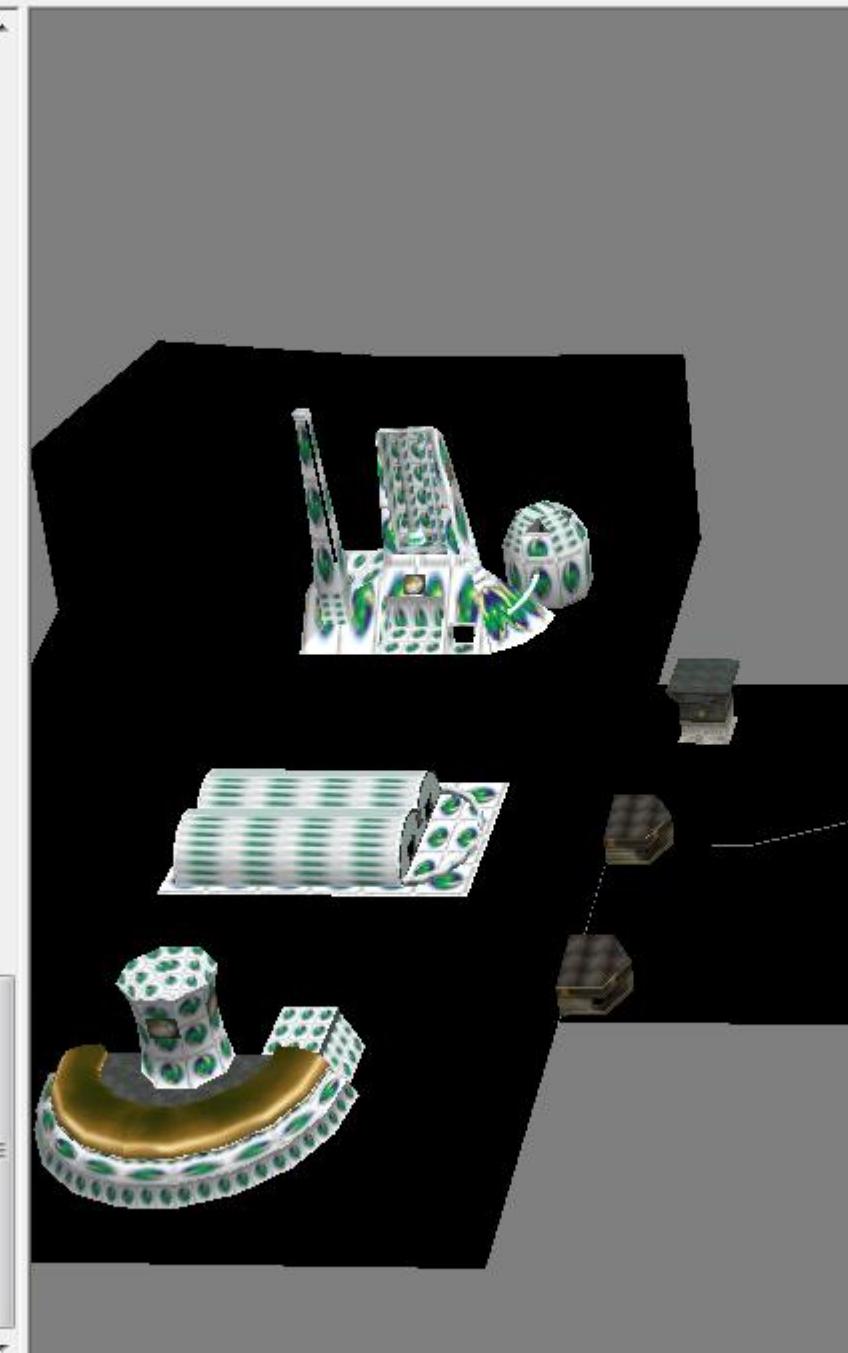


- SNIPERPRACTICE.MNHND^W4
- SNIPERPRACTICE.MNHND^W5
- SNIPERPRACTICE.MNHND^W6
- SNIPERPRACTICE.MNHND^W7
- SNIPERPRACTICE.MNPWR^01
- SNIPERPRACTICE.MNPWR^02
- SNIPERPRACTICE.MNPWR^03
- SNIPERPRACTICE.MNPWR^04
- SNIPERPRACTICE.MNPWR^05
- SNIPERPRACTICE.MNPWR^06
- SNIPERPRACTICE.MNREF^01
- SNIPERPRACTICE.MNREF^02
- SNIPERPRACTICE.MNREF^03
- SNIPERPRACTICE.MNREF^04
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- SNIPERPRACTICE.MNREF^07
- SNIPERPRACTICE.MNREF^08
- SNIPERPRACTICE.MNREF^09
- SNIPERPRACTICE.MNREF^10
- SNIPERPRACTICE.MNREF^11
- SNIPERPRACTICE.MNREF^12
- SNIPERPRACTICE.MNREF^2PASS
- SNIPERPRACTICE.NODTOWERBODY01
- SNIPERPRACTICE.NODTOWERLAD01



Hierarchy

- SNIPERPRACTICE
- H-LOD
- Mesh Collection
- Aggregate
- Emitter
- Primitives
- Sounds



Ready

Polys 4537 Particles 0

