
Subject: WDUMP -- little used program that should be used more.

Posted by [Anonymous](#) on Mon, 14 Oct 2002 09:41:00 GMT

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quote:Originally posted by Havoc298374:The tunnel walls have that moving (not scrolling) texture, how would I use wdump to find out how to do that?The texture settings are under the W3D_Chunk_Vertex_Materials setting - you can then use that info to duplicate the settings on your materials.
