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Subject: Another texture problem, yay!

Posted by [Oblivion165](#) on Wed, 16 Mar 2005 03:53:05 GMT

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Major Mike This problem looks fun! The problem is the cliff wall that is next to the water. Are you sure you have the texture you selected in your mod folder?

Well if that was the case then it would be the westwood texture.

im guessing:

its not set to display/assigned to the mesh.

That it wasnt set to UVW Mapped.

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