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Subject: Stragne texture problem

Posted by [Viking](#) on Tue, 08 May 2007 07:13:09 GMT

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I have a model, I put a texture on it (its a .jpg) and when I export and and try to look at it in W3D view it shouls the WW symbol and not the texture?

The texture and the W3D are in the same folder and it says "No missing textures" when I click that button??

WTF?

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