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Subject: W3D Viewer Help

Posted by [Mauler](#) on Fri, 05 Sep 2008 03:33:16 GMT

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Hey have a question about the W3D Viewer. When ever I load up a map or model I have created I noticed it always displays low resolution textures than they actually are?. I can't seam to find any option to change the settings to up the resolution anywhere can anyone help explain this?. Here's an example of what I'm talking about

ORIGINAL TGA TEXTURE

W3D VIEWER LOW RESOLUTION TEXTURE??

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