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Subject: Re: Options

Posted by [danpaul88](#) on Thu, 09 Oct 2008 07:59:26 GMT

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You have to extract the relevant textures too (.tga or .dds) otherwise W3D viewer does not know where to find them. Go to the materials + icon and click it to see the list of files you need to extract, note that they will always have the .tga extension in W3D viewer, but they might be .dds inside always.dat, if so just use those.

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