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Subject: Model Help

Posted by [wubwub](#) on Mon, 20 Sep 2010 21:35:33 GMT

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The textures for my model (.tga textures) are perfect when i add them to the model in RenX.

But as soon as i export the model, the textures get all color disoriented in W3d view and ingame.

The model is a weapon;

i don't know how to fix this, any help?

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