Subject: HELP: W3D Viewer & Leveldit Crash
Posted by Anonymous on Tue, 07 Jan 2003 21:51:00 GMT
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if u want to remove the texture but keep it in texture liste:#1 select your object#2 go to material
editor#3 create a new one then press the "apply to object" button#4 press the "delete material"
button (the one who look like a "X"