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Subject: Another texture problem, yay!

Posted by [Major Mike](#) on Wed, 16 Mar 2005 03:46:53 GMT

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This problem looks fun! The problem is the cliff wall that is next to the water. If this picture is from command, are you sure you have the texture you selected in your mod folder? If it's from W3D Viewer, then make sure your texture is in the folder that is set as the texture location.

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