
Subject: Re: Another texture problem grrrr
Posted by [Jerad2142](#) on Tue, 10 Oct 2006 17:50:03 GMT
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Chances are if it can only be viewed from one side that it is a miss placed plane (or any other object if it is so big that the camera goes inside of it), so check renx and see if there are any objects that shouldn't be there (Planes are the hardest to find since from certain views they are not visible and it just looks like a line from above).
