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Subject: Re: Texturing problem

Posted by [jamiejrg](#) on Sun, 03 Jun 2007 13:55:49 GMT

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If you created the model in max or gmax make sure the texture is applied there. Make sure that texture is either a tga or a dds. Make sure you have that very same texture in your LE mod folder. It should then work. You may have to restart LE to get the texture to look right.

Jamie

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