
Subject: Re: Uploading Texture To Map
Posted by [E!](#) on Tue, 29 Sep 2009 11:06:26 GMT
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your texture should be a *.tga file format (or *.dds) and it has to be in the same folder as the *.w3d is. you can open the materials tab in w3d viewer to check if the viewer finds the material or not and if it is able to display.
