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Subject: Quick question about W3D viewer

Posted by [Lazy5686](#) on Sun, 11 Aug 2013 20:10:12 GMT

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It's my first time really messing with the program.

All I'm trying to do is create a sphere and export it for use as a projectile.

I set the size, give it a .tga texture and then try to export it but it is showing up invisible in game.

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