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Subject: texture question

Posted by [Slash0x](#) on Mon, 31 Jan 2005 08:10:19 GMT

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If the image is 256 x 256, make it 256 x 256. Works fine for me. Plus, usually I get that message when the deminsions are not correctly or, from the ALPHA error, you have a transparent something it doesn't like. :\\

I would also like to add that when I get this error, I have to restart PS7 or else the error will repeat. :\\

Hope that helps.

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