Mauler wrote on Fri, 05 September 2008 02:50It isn't a 32bit texture.. it's a 24bit

Save it again as 24bit from Photoshop just to be sure. w3dview doesn't degrade bit depth for 24 bit textures.

Also; Make sure your render derive is set as 24 bit and not 16 bit (check HKEY_CURRENT_USER\Software\Westwood Studios\W3DView\Config\DeviceBitsPerPix)