## Subject: 1 plain with 2 surface types?
Posted by Anonymous on Tue, 28 Jan 2003 18:03:00 GMT

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Split the plane up into polygons, then select the polygons you want to have one material.Go into the material editor, make it and assign it.Then, apply UVW mapping and whatnot, then convert the plane to editable mesh again.Select the other polygons, go into the material editor, make sure you click on new material to make sure there's no conflicts with the old one, then make it and apply it.