Subject: Texturing Help
Posted by Anonymous on Sat, 05 Oct 2002 02:46:00 GMT
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ok, so get your thing that ya wanna texture, change in into an editable mesh, select uvw mapping thing and then press M, if it still dont work, try to set the W3D options then try. [October 05, 2002, 02:47: Message edited by: flashcar1]