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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sun, 21 Jul 2002 00:01:00 GMT

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Did you figure it out Commander? I think it is easiest for tunnel textures to select the faces you want to be different and apply the material. If you get real good at it you could alpha shade in between. That way you keep the same UVW map for all the textures. And then once you are done you can flip the sides so that you see the textures only on the inside.

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