Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by Anonymous on Sun, 23 Jun 2002 09:29:00 GMT

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No, face is pretty much a generic setting, unless someone else knows how to do taht with face. I would love to know myself. You do not have to rebuild your tunnels, you could assign uvw maps to the separate polygons, as you did with the tunnel segments themselves, or detach the separate pieces. Like go into polygon selection, and select a wall. Detach it or whatever you choose. Then assign a planar UVW map to it.