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Subject: Re: Putting more than one texture on something

Posted by [danpaul88](#) on Fri, 21 Jul 2006 22:01:17 GMT

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You have to create a new material, not edit the existing one.

When you press M, hold your mouse over the buttons on the side until the little hover description comes up, and find the one for New Renegade Material. Then do your texture settings on that, select your detached floor and hit Apply to Selected button (again hover over them to see which is which if you dont know)

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