
Subject: Re: new tool now available, w3dren
Posted by [Zion](#) on Mon, 15 Jan 2007 12:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good stuff!

So this can only rename the textures used on the mesh, not what mesh uses what texture?

If so, good, it'll mean you don't have to go back to the source and re-export with the 'new'/'fixed' textures.
