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Subject: Re: Texturing

Posted by [Blazea58](#) on Wed, 13 Jun 2007 17:59:56 GMT

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Thats basically 100% impossible that renx would be bugged to the point it would texture something that isnt Physically attached. You should pay alot more attention when you detach, and be 100% sure you detach Polygon and not Vertex (dots)

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