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Subject: Re: Texturing

Posted by [jnz](#) on Wed, 13 Jun 2007 18:19:32 GMT

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Hmm, I just tried without any textures on in the first place and it worked perfect. Maybe this was the problem?

Just created a flat plane, detched it and was able to texture each part. When it wasn't working for me, when i pressed "m" even though the "detached" part was selected the texture window had the settings of the other bit of the plane.

Thanks for the help.

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