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Subject: Re: JeepRubiMod 0.1

Posted by [AoBfrost](#) on Tue, 04 Sep 2007 20:01:11 GMT

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Doesnt matter if the texture needs to be redone, as long as it looks fine in 3dsmax/any 3d viewing software, then when i import it into this program, I can "unfold" the 3d model and it will make a pattern I print out and cut, it edits the texture also to fit the pattern.

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