

---

Subject: poor texture alignment on my maps

Posted by [Halo38](#) on Wed, 23 Jul 2003 19:09:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The gradient of that single poly is not as steep as the rest of your cliff, (less than 45 degrees to the normal) therefore the texture is being applied by a different side of your UVW map (the top side of the box i think)

If you still have your modifier stack click back to the editable/edit mesh modifier and make the slope of the poly greater than 45 degrees and it should fix it. If you have already compressed the stack you'll have to remove the UVW mapping (in the W3D Tools options) and re-apply it after correcting the problem.

---