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Subject: Re: Texture Bug

Posted by [Spike](#) on Sat, 06 Sep 2008 20:45:51 GMT

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madrackz wrote on Sat, 06 September 2008 16:19 Maybe you putted the Walls/Boxes etc to much down (they go throught the bottom)

Just place the wall a bit up

Huh? If you mean something is sticking down through the celing, there isn't. It's just stretched with this texture on this object, if I use another texture it looks fine for some reason. But this texture also looks allright in other places sometimes, but not always. I'm not sure what would cause this.

Example2

<http://i1111.photobucket.com/albums/n138/Sn0boardrdude/Renx2.jpg>

This is the texture working in one place, but not in another. These are on the same map, with the exact same texture settings applied.

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