Spike wrote on Sat, 06 September 2008 15:45madrackz wrote on Sat, 06 September 2008 16:19Maybe 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://i111.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.

Make sure the texture settings are set to "wrap" and not "clamp"