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Subject: Texturing Cliffs

Posted by [General Havoc](#) on Fri, 15 Aug 2003 20:12:10 GMT

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Thanks for the help. The cylindrical UVW map set to a similar size to the inner cliffs seems to look okay but it depends how it looks in Level Edit. I may hide some of the dodgy non-tiling bits with an alphablend - which I was going to add anyway. Other than that I may have to UVW unwrap it which I don't exactly feel like doing, even a simple bunker object confused me when I did UVW unwrap on it but I'll see.

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