
Subject: Re: Uploading Texture To Map
Posted by [Good-One-Driver](#) on Tue, 29 Sep 2009 13:05:59 GMT
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ok i did that now i get this

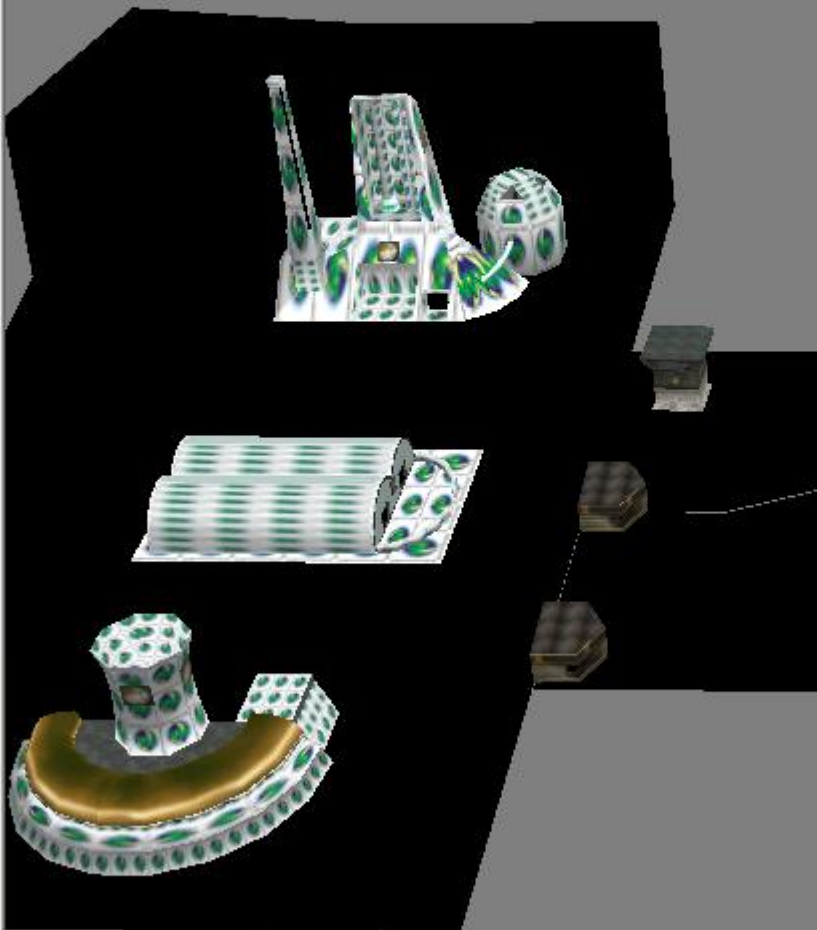
File Attachments

1) [ok3.jpg](#), downloaded 583 times



- SNIPERPRACTICE.MNHND^W4
 - SNIPERPRACTICE.MNHND^W5
 - SNIPERPRACTICE.MNHND^W6
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 - SNIPERPRACTICE.MNREF^2PASS
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 - SNIPERPRACTICE.NODTOWERLAD99
 - SNIPERPRACTICE.NODTOWERLAD100
- Hierarchy
- SNIPERPRACTICE
 - H-LOD
 - Mesh Collection
 - Aggregate
 - Emitter
 - Primitives
 - Sounds

Object controls

A small dialog box titled "Object controls" with a close button. It contains four red arrows pointing left, up, right, and down, and a red rotation icon.

Ready

Polys 4537 Particles 0

