

---

Subject: Re: C&C\_The\_Canyon (Wip infantry map)  
Posted by [Blazea58](#) on Thu, 13 Oct 2011 19:21:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I like that idea, but now i am running into typical problems with Uvw mapping. I would like to be able to have the textures seamlessly tiled, but i don't really know how to Uv Map everything so flawlessly like you did in fjords.

How can i make it so all my tiles line up better? mapping by box screws things up, planer doesn't work , xyz doesn't work, do i have to unwrap it or something? Before i moved all the segments around there was only two or three places that the texture didn't tile seamlessly, but now it is happening all over the place.

And george good suggestions, i haven't got around to doing anything with those tunnels yet again, but i may end up changing it if i can figure out how to uv map properly lol.

---