
Subject: More texture help

Posted by [xptek_disabled](#) on Wed, 08 Oct 2003 22:21:42 GMT

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General Havoc There is another text one by Laubi on there called "UVW Skin" You could try the UVW Map I suggested and set it to "box" rather than planar. UVW mapping confuses me so I can't really offer much help. Sir Pheonix may lend a helpful hint if he views this post.

I have tried the UVW map and set it to box; it helps a little however the texture is still stretched. Laubi's tutorial and it chages it a little although It doesnt solve the problem.

Thanks for all the help so far!
