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Subject: Texture help

Posted by [Deafwasp](#) on Thu, 22 Jan 2004 02:53:51 GMT

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To make the texture follow the road, convert the road mesh to a editable mesh, then select the face or polygons where you want it to be angled as if in a turn, apply UVW map, then in the righthand sidebar menu there is a listing that says "UVW Mapping" with a little box with a plus sign in it, expand that and you will see a option called "Gizmo", when you have that selected you can move and rotate the textures position on the mesh. That is how it is done around these parts.

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