Subject: Meshes Not fiiting together smoothly
Posted by icedog90 on Wed, 12 May 2004 05:45:33 GMT

I've come across this problem before... All I've done was apply the same UVW map to the detatched mesh, and it's worked for me. Which, seems like something you didn't do, since in your picture the texture does not actually match up right next to the one on the other mesh.

I assume we are creating similar levels...