
Subject: Meshes Not fiiting together smoothly
Posted by [icedog90](#) on Wed, 12 May 2004 22:23:01 GMT
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CnCsoldier08What do you mean same UVW map, like, apply one to the whole thing? Or just have the length and width the same?

Same length and Width.

Deadaim, it's not a lighting problem. Look closer, the textures don't match up.
