
Subject: comp screen trouble

Posted by [svensmokavich](#) on Fri, 25 Jun 2004 22:26:49 GMT

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iv been trying to get my comp screens to work for awhile now.i followed stonerooks tutarail exactly and have tried more than once but everytime i go to change the map channel to 2 so i can spin the UVW map 90° on the Z axis it turns the other texture along with it and looks funky

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Posted by [Titan1x77](#) on Sat, 26 Jun 2004 00:21:41 GMT

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you have to change the uvw setting to 2 in the material editor its under the 2nd tab i beleive.

then apply uvw map and change that to 2....should work then.

Subject: comp screen trouble

Posted by [icedog90](#) on Sat, 26 Jun 2004 00:55:52 GMT

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Subject: comp screen trouble

Posted by [svensmokavich](#) on Sat, 26 Jun 2004 04:09:41 GMT

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i did change the uv to 2 on the pass it said to,then i put on uvw and mappin channel to 2 and turn it 90dergrees on z and flip the Utile just like the tutorail says.im using same textures as it says.i have read the tutorail over and over so unless im really stoned and missing a step:(anyway u could make a plane and apply a comp screen and send to me then i can look at it and compare?
