Subject: UVW unwrapping-GmaX loads texture only once
Posted by Veyrdite on Wed, 26 Sep 2007 07:26:38 GMT
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I have the problem of when i edit the .tga file for my texture while UVW unwrapping i have to restart RenX for the overwritten image to load again.
How can i force it to re-load while GmaX is running?

Subject: Re: UVW unwrapping-GmaX loads texture only once
Posted by MGamer on Tue, 06 May 2008 06:04:59 GMT
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BUMP

Subject: Re: UVW unwrapping-GmaX loads texture only once
Posted by Veyrdite on Tue, 06 May 2008 11:05:30 GMT
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I've found the only way is to make a new texture name each time and apply it each time.
There has to be a auto-reload option somewhere!
Can anybody help?

Subject: Re: UVW unwrapping-GmaX loads texture only once
Posted by JeepRubi on Thu, 08 May 2008 01:30:27 GMT
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