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Subject: texture Problem

Posted by [ohmybad](#) on Mon, 21 Apr 2003 16:58:30 GMT

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How do I make it so when I texture an object it dosent just strech the texture? This is what happens when I texture something:

Looks realy ugly

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Subject: texture Problem

Posted by [General Havoc](#) on Mon, 21 Apr 2003 17:02:09 GMT

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Add a "UWV Map" modifier to the mesh. Then down the bottm of the modifier tab under the UWV map options are boex that say "U tile", "V tile", and "W tile". put a value like 5 in the U & V tile boxes and it will tile the texture. The other options above are for objects like boxes and cylinders. Play around with it, you'll soon figure it out.

\_General Havoc

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Subject: thanks

Posted by [ohmybad](#) on Mon, 21 Apr 2003 17:16:32 GMT

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Thanks it works great

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