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Subject: cnc\_c130drop

Posted by [Anonymous](#) on Sat, 21 Dec 2002 22:16:00 GMT

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Select the plane you wish to modify the texture from "bad to good" as you say. Then go to the Main Panel and click on "Modifiers", then and move your cursor to "UV Coordinates" and click on "UVW Map". The modifier will be applied to the selected object, which will allow you to modify the texture coordinates to suit your taste. Now, some values shall appear in your right panel, inside Length and Width boxes. Change those values to obtain the necessary "good texture" you need (Default values for a non-flying map to me are 7,2 - 7,2).

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