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Subject: How is it possible to assign multiple textures to one mesh w

Posted by [Anonymous](#) on Mon, 24 Jun 2002 10:24:00 GMT

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OK, it will let me assign a material id to certain polygons, but in Ren-x, I do not know how to assign material to just that id. I can do it in 3DSMax. If you get it, please post for the rest of us.

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