Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by Anonymous on Sun, 23 Jun 2002 09:24:00 GMT

I appreciate the help, but I'm not sure i understand everything you're saying, but this is the thing; i can't try out what you're saying really, cause my tunnels are built already, and i won't start them over... There IS a way to do this though... and it has something top do with the "face" in UVW mapping. This function actually does very well what i'm trying to accomplish, it follows slopes yet keeps textures vertical, but the texture appears 90 degrees rotated (texture is gd flor2)Now i've tried going into gizmo and rotate it, but, but under "face", the gizmo does not do anything.Is there a way, under "face", to force a 90 degree rotation of the texture?Cause gizmo won't...