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Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 08:53:00 GMT

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Yeah i have, but you see, all it does is rotate the entire texture, and that's not what i want. What i want, is to "pull" my texture downward in an incline, not rotate it. Like if you could just grab an edge of the texture, and drag it down. That way you're actually NOT rotating it (hence keeping vertical designs vertical), you just distorting it. Understand? There has to be a way, cause that's how the textures are done in WW tunnels...

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