Subject: ATTN Sir Phoenixx
Posted by Titan1x77 on Sun, 30 Mar 2003 01:15:19 GMT

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i had to bump this old topic back up becuz i have a problem on a step in the procedure...when i drag and drop onto the selected faces it turns the whole plane into that texture....i learned that if i exploded the area into an object that i can texture it there and map it anyway i choose!

Now is there a disadvatage to doing this??