Posted by Sir Phoenixx on Sun, 30 Mar 2003 12:45:13 GMT
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Woah, I just noticed a thread with my name on it and went: wtf!

Just texture the different polygons that you want textured with different textures. Do one, it will show that on the rest of the object, than do another set on that object, than another till, eventually each set of polygons will have it's own texture...