Posted by Sir Phoenixx on Thu, 06 Jan 2005 16:04:06 GMT
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Select "Reset XForm" under the "Utilities" tab, select the object, click "Reset Selected", then you can convert back to Editable Mesh and UVW map it again.

A side effect may be that all of the polygons in the object turns inside out, so you will have to flip them back. (You also can't undo before the Reset XForm.)