Subject: Another texture problem, yay!
Posted by Naamloos on Wed, 16 Mar 2005 11:31:56 GMT

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Oblivion165im guessing:

its not set to display/assigned to the mesh.
That it wasnt set to UVW Mapped.

Did both before attaching the 2. I can't redo that anymore now since pressing M only brings up the textures of the main terrain... I think they got deleted from the mesh

Anyone got beter idea's before i start redoing it?