
Subject: texture Problem

Posted by [General Havoc](#) on Mon, 21 Apr 2003 17:02:09 GMT

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Add a "UWV Map" modifier to the mesh. Then down the bottom of the modifier tab under the UWV map options are boxes that say "U tile", "V tile", and "W tile". put a value like 5 in the U & V tile boxes and it will tile the texture. The other options above are for objects like boxes and cylinders. Play around with it, you'll soon figure it out.

_General Havoc
