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Subject: help...

Posted by [Captkurt](#) on Mon, 28 Apr 2003 17:55:09 GMT

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When you do your texturing, I would recommend that you do separate UVW mapping for each piece, and also be sure to let the UVW mapping know it's a box by clicking on the appropriate box

missed. Hope this helps you. If not, then maybe you can explain in other detail of what exactly the problem is. Good luck

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