
Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [CnCsoldier08](#) on Sat, 31 Dec 2005 02:49:04 GMT
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UV mapping, as needed in this case, is as simple as clicking on the 'Apply UVW Map' modifier. He means you should make them more like the walls seen in RenAlert, and he is right, it would look better.
