
Subject: W3D Engine Test

Posted by [Madtone](#) on Tue, 06 May 2003 02:30:38 GMT

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hmm, so how do you think you think it would go with only using one texture for the whole map?

EDIT

because i could use UVW Unwrap to do the whole map only using one texture, or use UVW mapping and make it so it use's the whole texture but only shows a part of it, like i used on my Tactical Enforcer model!
