Subject: Re: Putting more than one texture on something
Posted by danpaul88 on Fri, 21 Jul 2006 21:04:18 GMT
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EDIT;

Go to the stack list, and click the + next to editable mesh. Click polygons. Now put it into wireframe mode (makes it easier to see what you have selected), and make sure you have the pointer tool selected from the top menu.

Now hold CTRL and click all the squares that make up the inside of your outpost. I suggest you also tick the Ignore Backfacing box under where you selected Polygons, and also hide any other objects before you begin. Makes it a bit easier to select the right parts.

Now, once you have all the inside selected, right click on it and choose detach, and give it a name (EG outpost_indr).