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Subject: Texture problem

Posted by [laeubi](#) on Sat, 21 Jun 2003 04:22:10 GMT

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Convert it to editable mesh (it looks like you laready did this)

then apply a texture to the whole object.

after that select the aprt that should have another texture, then goto materialeditor and apply another material.

(Thats no Multichannel by the way)

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