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Subject: C&C Desolute

Posted by [Captkurt](#) on Sun, 22 Jun 2003 15:01:18 GMT

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Khadmanwhat about multi texturing. That tutorial only covers vertex painting.

I believe if you turn you object/plane or whatever into a editable mesh, you should have no problems doing the multi textures. but is this really what your wanting to do?

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