
Subject: Re: UVW unwrapping-GmaX loads texture only once
Posted by [Veyrdite](#) on Tue, 06 May 2008 11:05:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've found the only way is to make a new texture name each time and apply it each time.
There has to be a auto-reload option somewhere!
Can anybody help?
