

---

Subject: poor texture alignment on my maps

Posted by [Captkurt](#) on Tue, 22 Jul 2003 20:58:37 GMT

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

---

slayerummm... what do you exactly mean? can you give a screenshot of your problem? or something?

It's prob. you're gizmo, select the uvw Mapping + sign and you'll see "Gizmo" select that and then any thing you do with the other tools, rotate, increase in size, move, etc.. will only affect the texture.hope this helps.

I assume your in RenX when all this stuff you speak of is taken place..

---