
Subject: Re: Mapping Help

Posted by [Gen_Blacky](#) on Wed, 20 Aug 2008 05:48:02 GMT

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

bisen11 wrote on Tue, 19 August 2008 23:41 I use renx so I'm not sure. But what I usually do in there is separate the polygons for the tib feild from the normal feild then choose the texture for it.
