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 23:411 use renx so I'm not sure. But what I ussually do in there is seperate the polygons for the tib feild from the normal feild then choose the texture for it.

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