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Subject: RenX texture

Posted by [Vibrostranger](#) on Sun, 03 May 2009 03:03:54 GMT

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Ok, im making a city right now, planning to use City flying and replacing the black buildings in the background with fully loaded working buildings... starting out with 1 building atm..

I need to know if theres a way to Create a room and add an interior wall texture aswell as a exterior texture... ive been creating 2 boxes and using boolean, but it takes too much time to do this...

ALSO..

Is there a way to change the texture to a portion of the ground?

EX: you have a 100x100 plane thats mud and want to change a 20x20 part of the plane to grass? (without deleting and creating a new 20x20 plane to insert in its place..

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