Subject: Re: Uploading Texture To Map
Posted by ErroR on Mon, 28 Sep 2009 12:07:45 GMT

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DimitryK wrote on Mon, 28 September 2009 09:37Gen_Blacky wrote on Mon, 28 September 2009 07:44go to material navigator and give the mesh no material.

You could have told him to just press 'M'.
um, no that's the material editor, material navigator is that button with 3 circles (yellow, red, blue) in the top right corner of the screen. open it, then drag and drop the 'None' Material to the mesh