Subject: Re: Need help with a map Posted by Gen\_Blacky on Mon, 28 Dec 2009 23:40:55 GMT View Forum Message <> Reply to Message

#1 look at the image select compound.

#2 look at the test I made a while ago you can have like 10 textures if you wanted. It would be easier to make your terrain in parts and apply a different texture to each mesh also they would be able to have there own projectile settings.

## File Attachments

- 1) 3passblendtest.zip, downloaded 146 times
- 2) 85539095756846363080.jpg, downloaded 273 times

