

---

Subject: Re: [Release]Beta Railgun!  
Posted by [Gen\\_Blacky](#) on Sun, 14 Feb 2010 18:30:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It needs to be unwrapped as one model so it only gets one texture. Do you have 3ds max files for this or it you make it in renx.

---