
Subject: Re: Treads

Posted by [Gen_Blacky](#) on Wed, 08 Sep 2010 21:47:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

select the polygons you want to go in a different directions and apply a new uv map and change the direction. Or apply a new material to those polygons and make the liner offset the other way.

Edit after looking at your screen shot I see what you mean. Thought you wanted it to go another direction opposite of another tread. View align the uv map and see if that fixes it.
