Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by Aircraftkiller on Mon, 03 Oct 2011 01:48:21 GMT
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If you're saying that you can't see the changed UV layout in the Unwrap window, you'd need to change the UV channel to 2 there as well. Sometimes you have to hit the reset button in the subobject parameters in order to see the UVs in the editor.

Regarding the scale mapper, it's a matter of convenience. If you realize that you're going to need to change any scaling later on, using a scale mapper will make this process faster if you know how to use it.