
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [Jerad2142](#) on Mon, 03 Oct 2011 01:55:00 GMT
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Aircraftkiller wrote on Sun, 02 October 2011 19:48 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.

Yeah I see your point with the fast to use point.

As for part one I figured it all out, but wouldn't have if you wouldn't have pointed out that's how it worked lol. So thanks for the help, I'm already using this knowledge to make my water look less tied (beings the only way I knew how to do it previously was with the scale map, and that prevented you from using things like linear offset, so it had serious drawbacks).
