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Subject: More texture help

Posted by [General Havoc](#) on Wed, 08 Oct 2003 21:54:29 GMT

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In reality you need to use an UVW Unwrap but that can be complex and you need to follow the tutorial on my website at <http://www.renhelp.co.uk>

However a simple UVW map set to box may fix your problem, it is under the modifiers tab as "UVW Map"

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