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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [\[REHT\]Spirit](#) on Fri, 12 Dec 2003 20:17:07 GMT

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Adavanzetexture files can do that ? \*drops dead with amazment\*

Yea, if you take parts of the texture and place it at differant parts of the object.....erm.....UVW unwrap is probally the correct modifier for this.

The sky stuff does look a little like the missing texture symbol. Did ya toy around with the sky textures and put new ones in your mod folder?

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