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Subject: Boxes with 6 textures

Posted by [Tidu](#) on Sat, 01 May 2004 17:57:29 GMT

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I made a box in gma, and assigned a texture to it. it has that texture, on the top of the box, but on every other face, there is a different texture. as i roate around it, the texture changes... it's really wierd. does anyone know how to fix this?

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