Subject: attach question
Posted by Spice on Sat, 22 May 2004 01:58:10 GMT
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Not if you know how to texture and model. Model your object. Make it all one object. When finished With modeling it. Detach your objects , dont move them and texture them. Make sure they have different names. That might cuase it to also crash. When you are finshed reattach everything and export.