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Subject: comp screen trouble

Posted by [svensmokavich](#) on Fri, 25 Jun 2004 22:26:49 GMT

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iv been trying to get my comp screens to work for awhile now.i followed stonerooks tutarail exactly and have tried more than once but everytime i go to change the map channel to 2 so i can spin the UVW map 90° on the Z axis it turns the other texture along with it and looks funky

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