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Subject: comp screen trouble

Posted by [svensmokavich](#) on Sat, 26 Jun 2004 04:09:41 GMT

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i did change the uv to 2 on the pass it said to, then i put on uvw and mappin channel to 2 and turn it 90degrees on z and flip the Utile just like the tutorial says. im using same textures as it says. i have read the tutorial over and over so unless im really stoned and missing a step: (anyway u could make a plane and apply a comp screen and send to me then i can look at it and compare?

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