Subject: Renegade Material Editor?
Posted by Anonymous on Thu, 07 Nov 2002 05:26:00 GMT

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How do i use it?When I apply my texture to a new mesh, I have made it comes out as one colour.I have looked for a tutorial but i haven't found one, can some one help me?

Subject: Renegade Material Editor?
Posted by Anonymous on Thu, 07 Nov 2002 05:31:00 GMT

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I think you have to apply a UWW map. Its in the modifier stack on the right toolbar.