okay you just made a complete ass of yourself. i never said they didnt have resolution and i never said they werent materials. i said they werent MULTImaterials and i said the resolution had nothing to do with what i was talking about.

And i made no complaints about the stock WS textures. I made complaints about the way you map them.

And i never claimed to be the texture god. although i do admit, i am better than you. Nothing to show for it? im not exactly a skilled 3d modeler. Send me a mesh and i will texture the hell out of it. knock your socks off.