Subject: Re: Putting more than one texture on something
Posted by bigwig992 on Fri, 21 Jul 2006 16:31:38 GMT

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Apply the editable mesh modifier, click on polygon tool (the filled in red triangle) than click on the floor that you want to have a different texture. It should highlight in red or you'll see it red in wireframe mode. Right click on it and click detatch. Now click on the red triangle again, and try clicking on your floor, it should be a seperate object now.