Subject: Re: Scripts.dll 3.1 is out.
Posted by Jerad2142 on Thu, 28 Dec 2006 05:51:29 GMT

Every object has been UVW mapped! This happens on many other objects, but this is the most noticeable.

Canadacdn wrote on Wed, 27 December 2006 22:46Your map needs some serious UVW mapping though.
I didn't criticize the wall thickness on your map so don't criticize my texturing job, perhaps I think it looks good.