Subject: UVW unwrapping-GmaX loads texture only once
Posted by Veyrdite on Wed, 26 Sep 2007 07:26:38 GMT

I have the problem of when i edit the .tga file for my texture while UVW unwrapping i have to restart RenX for the overwritten image to load again.
How can i force it to re-load while GmaX is running?