

---

Subject: Unwrap UVW Modifier

Posted by [SomeRhino](#) on Sat, 26 Jul 2003 20:51:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If you find the texture that was used before and apply it to the mesh, then it should look the same as it does in-game, since it should still have the UVW coordinates mapped.

---