Subject: Re: Texture Mapping and Blending Posted by The Party on Wed, 20 May 2009 20:27:54 GMT

View Forum Message <> Reply to Message

So the attaching worked fine and so did reapplying the UVW map to the whole mesh but with export I got this problem:

File Attachments

1) max error.PNG, downloaded 307 times

Page 1 of 2 ---- Generated from

Command and Conquer: Renegade Official Forums

