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Subject: Boxes with 6 textures

Posted by [IRON FART](#) on Sun, 02 May 2004 17:38:41 GMT

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Quote:

Looks like you didn't UVW map it corectly...

Looks like he didn't UVW map at all.

There aren't 6 textures on the box. Just the one that you assigned. The reason it looks wierd is because the texture is wrapped around the whole box and because not all the sides are equal, it looks stretched on some sides.

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