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Subject: Re: Texturing

Posted by [jnz](#) on Wed, 13 Jun 2007 18:11:31 GMT

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Tried, it doesn't make any difference.

It is possible to texture a part of the map without detach, how is that done? Can someone make a short vid? last time i did it, i just created a new plane with the new texture. Thats just crap, though.

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