Subject: Re: skin question
Posted by shippo on Mon, 01 Nov 2010 10:15:38 GMT
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it all depends, because if you are using custom textures, (not in the game data folder) then you will need to add them as well to the data folder if you ever plan on sharing the moddle.

however depending on skill level it is easier to texture each object individually., which brings up a question I have had, how do you make skins for created moddles?