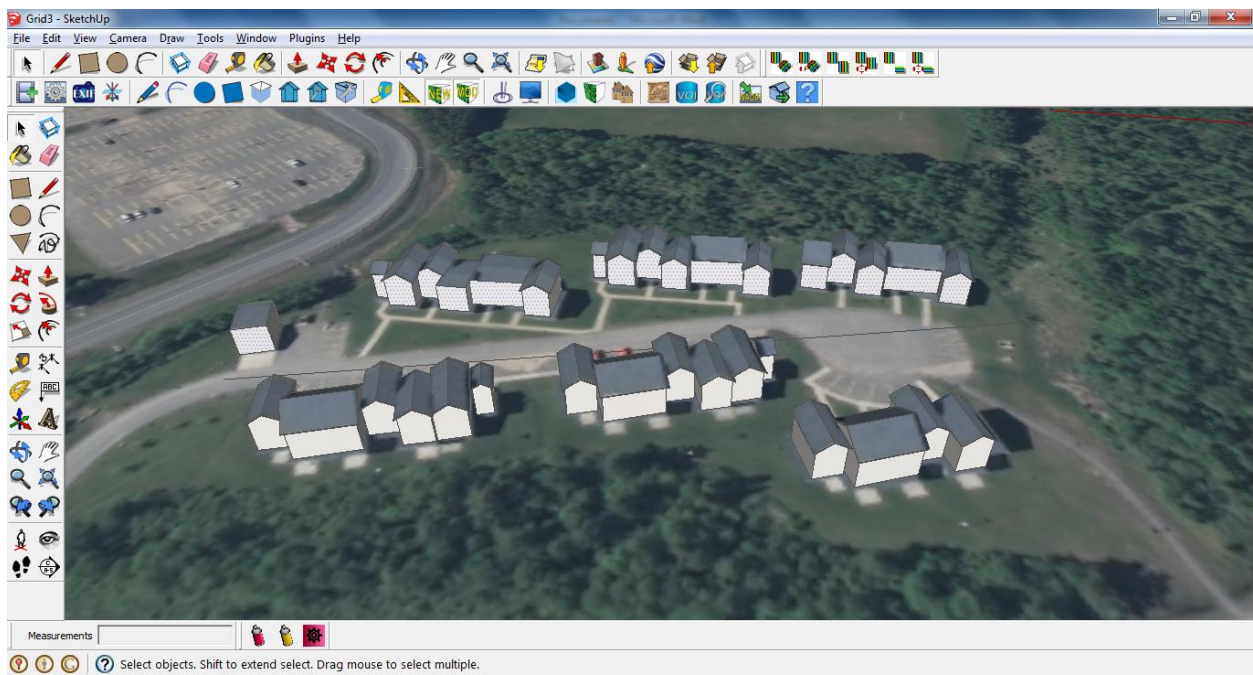
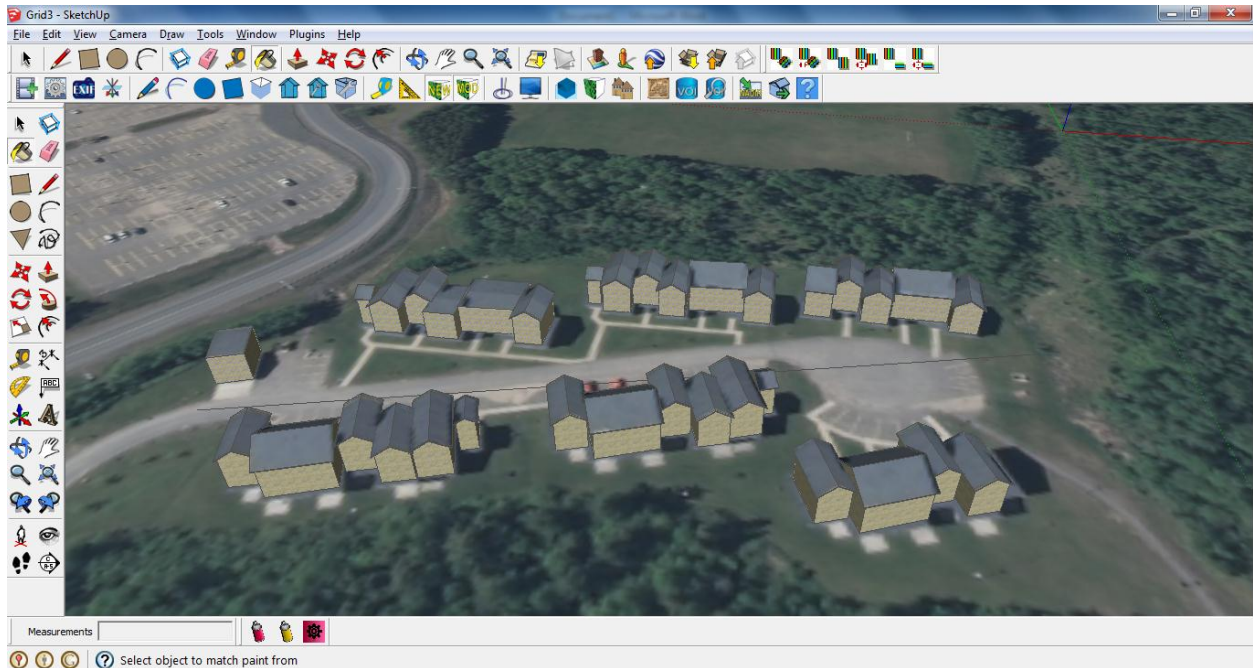


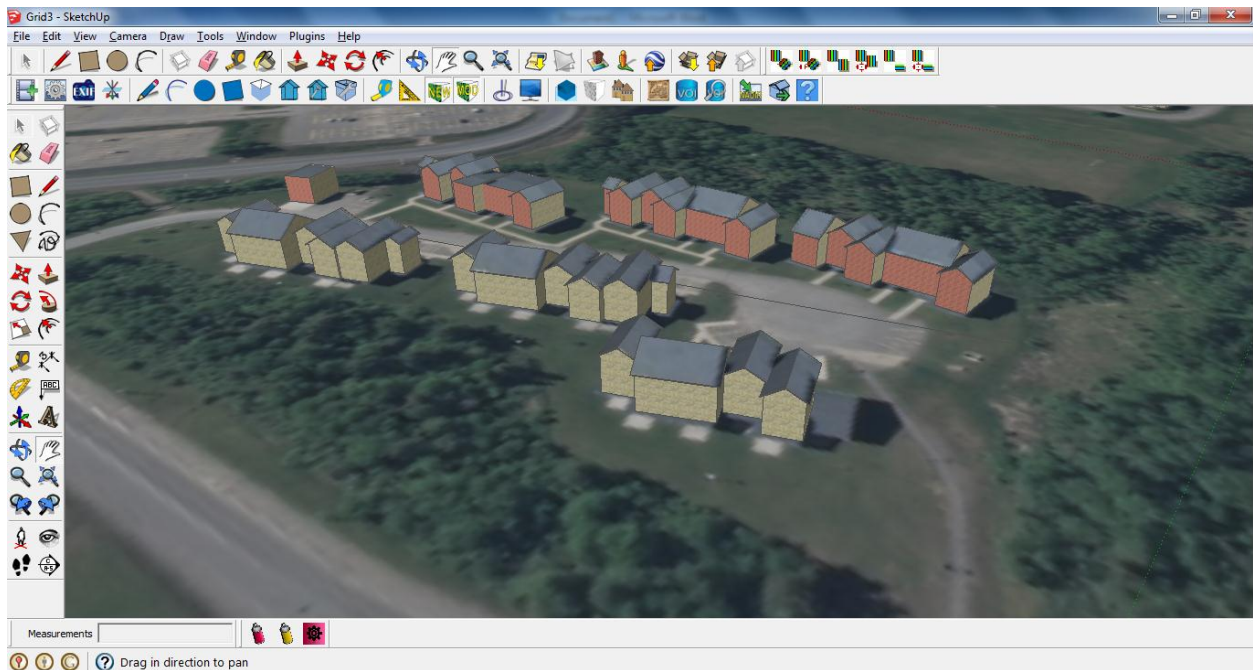
Buildings, individually grouped.



Front faces selected for all buildings.



Building groups textured with the Paint Bucket+Shift



Desired output (with a different front texture). This was completed by double clicking the group and opening it for editing. Is there a way to by-pass that and apply one texture to all the selected front faces?