
Subject: Material Coordinates after import of w3d
Posted by [rrutk](#) on Thu, 01 May 2008 13:56:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Material Coordinates after import of w3d

Why the material coordinates after importing a w3d file into renx are saved only sometimes?

Today i imported the mutant_lab from c&c_riverraidTs - this worked without big problems. The textures are, where they should be.

But importing the beta advanced gdi comcenter doesnt work fine - many of the UVW mapping data (the places, where the textures should be) seems to be lost, the building needs retexturing

why it works only sometimes?

Is:

Should be:

File Attachments

1) [Mat.jpg](#), downloaded 508 times



2) [Mat2.jpg](#), downloaded 492 times

