
Subject: Road texturing question.

Posted by [YazooGang](#) on Fri, 03 Jul 2009 22:39:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey, i'm modding C&C City and first i need to retexture the w3d in 3ds max. So i started doing that and i got stuck.

While i was texturing the road, i has to turn the texture. So, i didnt know how to because i'm not a texturer or anything like that.

Here is a pic of the situation.

sorry, screen resolution

File Attachments

1) [roadtexturesucks.JPG](#), downloaded 686 times



Material Editor - Standard_6

Material Navigation Options Utilities

The Material Editor window displays a 4x6 grid of material preview spheres. The selected material is 'Standard_6'. Below the grid, there are tabs for 'Vertex Material', 'Shader', and 'Textures'. The 'Textures' tab is active, showing 'Stage 0 Texture' with 'Map #56 (cc_road2.dds)' and 'Stage 1 Texture (Detail Texture)' set to 'None'. A 'Material Pass Count' section shows 'Current Pass Count: 1'. The 'W3D' engine is selected.

Material Pass Count

Current Pass Count: 1 Change

Pass 1

Vertex Material Shader Textures

Stage 0 Texture

Map #56 (cc_road2.dds) Display

Clamp U Clamp V No LOD

Stage 1 Texture (Detail Texture)

None Display

Clamp U Clamp V No LOD

Standard_6 W3D

