

---

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 743 times



### Material Editor - Standard\_6

Material Navigation Options Utilities

The Material Editor window features a 4x6 grid of material preview spheres. Below the grid is a toolbar with icons for material operations. A dropdown menu shows 'Standard\_6' and 'W3D'. The main panel is titled 'Material Pass Count' and shows 'Current Pass Count: 1'. Below this is a 'Pass 1' section with tabs for 'Vertex Material', 'Shader', and 'Textures'. The 'Textures' tab is active, showing 'Stage 0 Texture' with a checked box and 'Map #56 (cc\_road2.dds)'. It includes 'Display', 'Clamp U', 'Clamp V', and 'No LOD' buttons. Below that is 'Stage 1 Texture (Detail Texture)' with a unchecked box and 'None' selected, also featuring 'Display', 'Clamp U', 'Clamp V', and 'No LOD' buttons.

