Subject: Re: Textures on my map. Posted by Jerad2142 on Wed, 05 May 2010 11:56:11 GMT View Forum Message <> Reply to Message

crysis992 wrote on Wed, 28 April 2010 10:17Heyho,

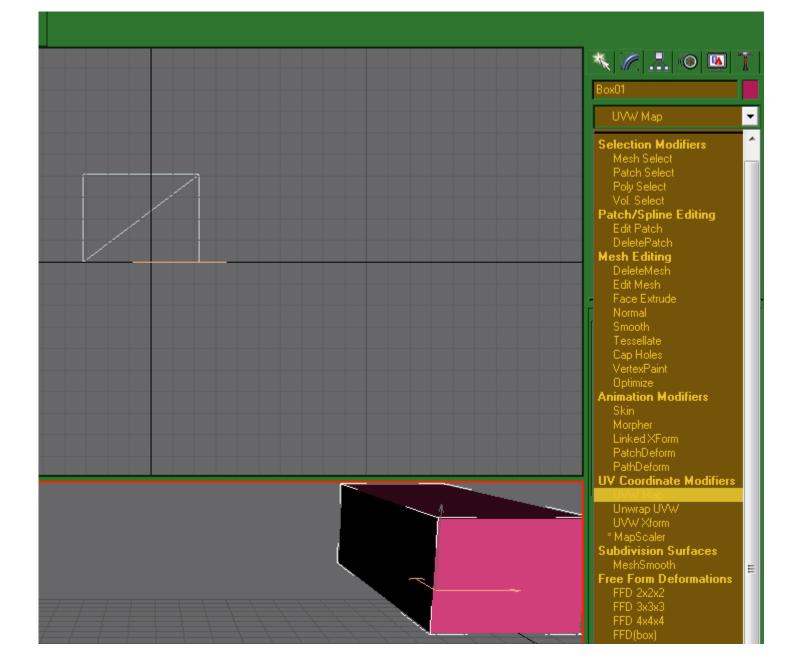
i have a little problem, im working (again) on a map and im working now on the tunnels i just extracted and loaded the tunnels from field, and modified them a bit. But now i want to set a texture on this tunnel model, But it stays white idk whats wrong.
I did it like the rest of the map Stage 0 Texture checked, and Display checked. and then i pressed Assign material. But the damn texture dont show up :/

crysis992

You probably need to put a UVMapper on it of some sort, sometimes when you use editable mesh on terrain it needs you to put a mapper on it before it'll display.

File Attachments
1) asdfasdf.png, downloaded 265 times

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