Subject: Re: Textures on my map.
Posted by Jerad2142 on Wed, 05 May 2010 11:56:11 GMT

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 :/

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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 388 times

Box01

UVW Map ▾

Selection Modifiers
  Mesh Select
  Patch Select
  Poly Select
  Vol. Select
Patch/Spline Editing
  Edit Patch
  DeletePatch
Mesh Editing
  DeleteMesh
  Edit Mesh
  Face Extrude
  Normal
  Smooth
  Tessellate
  Cap Holes
  VertexPaint
  Optimize
Animation Modifiers
  Skin
  Morpher
  Linked XForm
  PatchDeform
  PathDeform
UV Coordinate Modifiers
  UVW Map
  Unwrap UVW
  UVW Xform
  * MapScaler
Subdivision Surfaces
  MeshSmooth
Free Form Deformations
  FFD 2x2x2
  FFD 3x3x3
  FFD 4x4x4
  FFD(box)