Subject: Textures on Vis mesh
Posted by CnCsoldier08 on Sun, 18 Apr 2004 20:04:37 GMT
View Forum Message <> Reply to Message

When I clone my main ground mesh and try to remove the textures on the cloned version(dont want textures on it, it's just Vis) It also removes them from the original, how do I fix this?

Subject: Textures on Vis mesh
Posted by TheKGBspy on Sun, 18 Apr 2004 23:14:35 GMT
View Forum Message <> Reply to Message

select the cloned mesh, go to materiel editor, press create new, press apply to mesh button, then click delete material.

so that way you will keep original material on the original mesh, and having no material on the cloned one

---

Subject: Textures on Vis mesh
Posted by Titan1x77 on Mon, 19 Apr 2004 00:44:31 GMT
View Forum Message <> Reply to Message

No dont do that.

Go to Utilites(hammer) and go down to uvw remove and remove materials and uvw mapping.

Subject: Textures on Vis mesh
Posted by Dante on Thu, 22 Apr 2004 06:00:30 GMT
View Forum Message <> Reply to Message

simple, don't do it out of order next time....