

---

Subject: Skinning!

Posted by [Titan\\_HQ](#) on Fri, 28 Apr 2006 19:23:11 GMT

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

---

How do you get the skin texture on a weapon. I've got the model (M249 SAW lmg) in gmax format, and i have the renx add-on. And i have the texture i want to add.

---

---

Subject: Re: Skinning!

Posted by [danpaul88](#) on Sat, 29 Apr 2006 08:35:33 GMT

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

---

is it a UVW map texture, or just a texture you want to have repeating all around the model?

---

---

Subject: Re: Skinning!

Posted by [Titan\\_HQ](#) on Sat, 29 Apr 2006 13:22:54 GMT

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

---

Its a texture i want repeating all round the model.

---

---

Subject: Re: Skinning!

Posted by [danpaul88](#) on Sun, 30 Apr 2006 09:20:05 GMT

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

---

well thats fairly straightforward then.

- 1) select all the parts of the model that you want to apply the texture to
- 2) click M, select the Pass 1 tab at the top, and then the textures tab.
- 3) Tick the Stage 0 Texture tickbox, and click where it says None, navigate to the texture and click open.
- 4) Click the Display button to highlight it, and then hit the bottom button on the right ( hover over it and it should say 'Assign Material to Selection' )

Here is a screenie with the buttons you should be pressing for 1-4

Now close the materials editor window, keep your model selected and go to Modifiers -> UV Coordinates -> UVW Map (on main toolbar at the top). This should add the modifier to the stack. I would suggest starting with Box mode, with width, length and height set to 6, and then resize to suit your needs.

EDIT Btw, theres a bug in the materials editor on sundays for some bizarre reason, so if you get crashes when using it wait until monday...

## File Attachments

1) [ss\\_4.jpg](#), downloaded 462 times

