
Subject: Material Coordinates after import of w3d
Posted by [rrutk](#) on Thu, 01 May 2008 13:56:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Material Coordinates after import of w3d

Why the material coordinates after importing a w3d file into renx are saved only sometimes?

Today i imported the mutant_lab from c&c_riverraidTs - this worked without big problems. The textures are, where they should be.

But importing the beta advanced gdi comcenter doesnt work fine - many of the UVW mapping data (the places, where the textures should be) seems to be lost, the building needs retexturing

why it works only sometimes?

Is:

Should be:

File Attachments

1) [Mat.jpg](#), downloaded 625 times



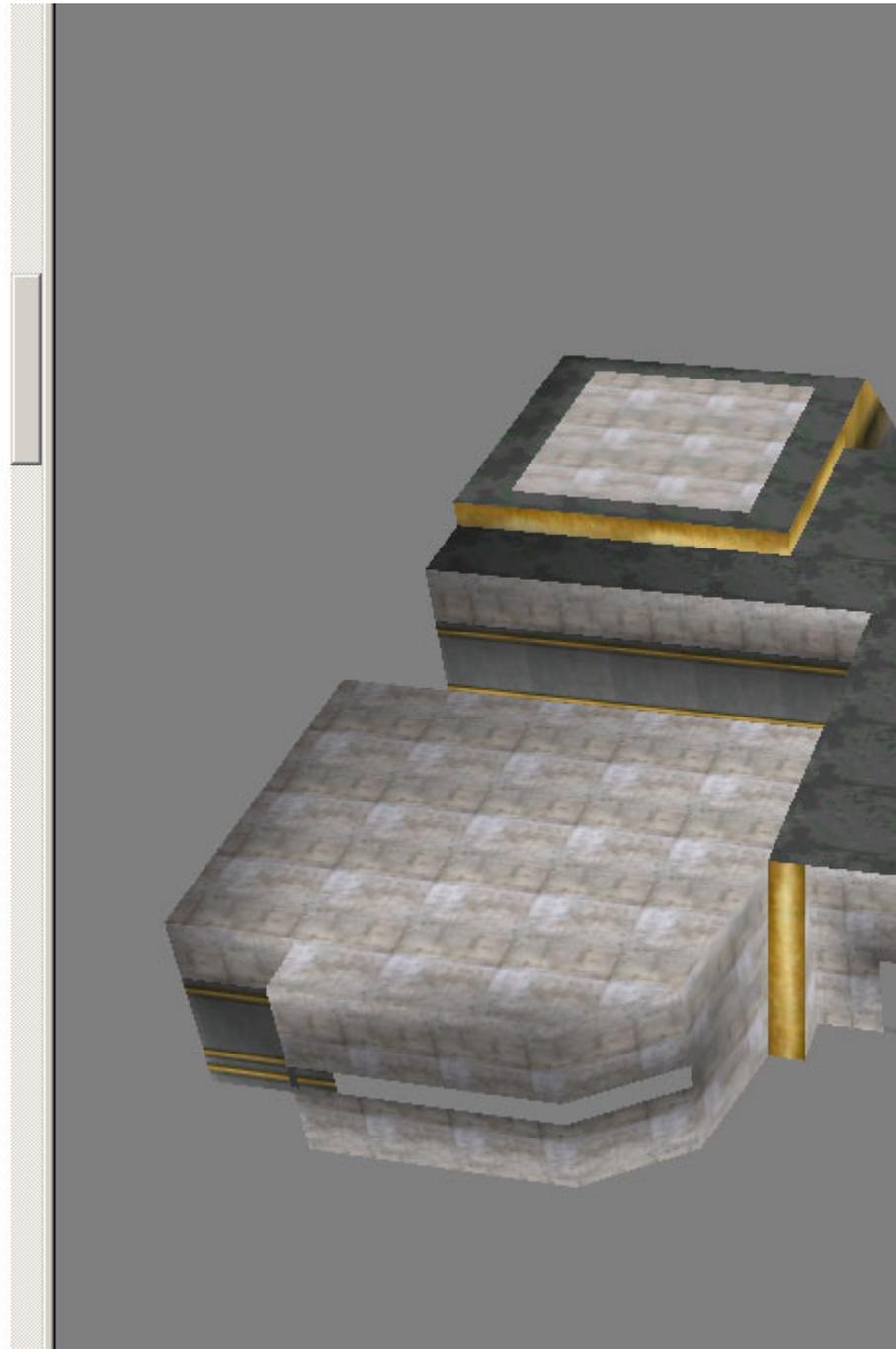
2) [Mat2.jpg](#), downloaded 606 times

-  MP_RVR_RAID.HOGCOLL+37
 -  MP_RVR_RAID.HOGCOLL+38
 -  MP_RVR_RAID.HOGCOLL+39
 -  MP_RVR_RAID.HOGCOLL+40
 -  MP_RVR_RAID.LVL-COLL
 -  MP_RVR_RAID.MGACC^001
 -  MP_RVR_RAID.MGACC^002
 -  MP_RVR_RAID.MGACC^003
 -  MP_RVR_RAID.MGACC^004
 -  MP_RVR_RAID.MGACC^005
 -  MP_RVR_RAID.MGACC^006
 -  MP_RVR_RAID.MGACC^007
 -  MP_RVR_RAID.MGACC^008
 -  MP_RVR_RAID.MGACC^009
 -  MP_RVR_RAID.MGACC^010
 -  MP_RVR_RAID.MGACC^011
 -  MP_RVR_RAID.MGACC^012
 -  MP_RVR_RAID.MGACC^GL5
 -  MP_RVR_RAID.MGBAR^000
 -  MP_RVR_RAID.MGBAR^001
 -  MP_RVR_RAID.MGBAR^002
 -  MP_RVR_RAID.MGBAR^003
 -  MP_RVR_RAID.MGBAR^004
 -  MP_RVR_RAID.MGBAR^005
 -  MP_RVR_RAID.MGBAR^006
 -  MP_RVR_RAID.MGBAR^007
 -  MP_RVR_RAID.MGBAR^008
 -  MP_RVR_RAID.MGBAR^009
- Object controls** ✖





-  MP_RVR_RAID.MGWEP^000
 -  MP_RVR_RAID.MGWEP^001
 -  MP_RVR_RAID.MGWEP^002
 -  MP_RVR_RAID.MGWEP^003
 -  MP_RVR_RAID.MGWEP^004
 -  MP_RVR_RAID.MGWEP^005



Subject: Re: Material Coordinates after import of w3d
 Posted by [cnc95fan](#) on Thu, 01 May 2008 17:52:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

That happens because some meshes have multiple textures on them. You will have to start from scratch and do them again :V

Subject: Re: Material Coordinates after import of w3d
Posted by [rrutk](#) on Thu, 01 May 2008 20:08:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

The mutant_lab also has multiple textures on its meshes, but this worked fine.
