Subject: Uploading Texture To Map
Posted by Good-One-Driver on Mon, 28 Sep 2009 04:40:01 GMT
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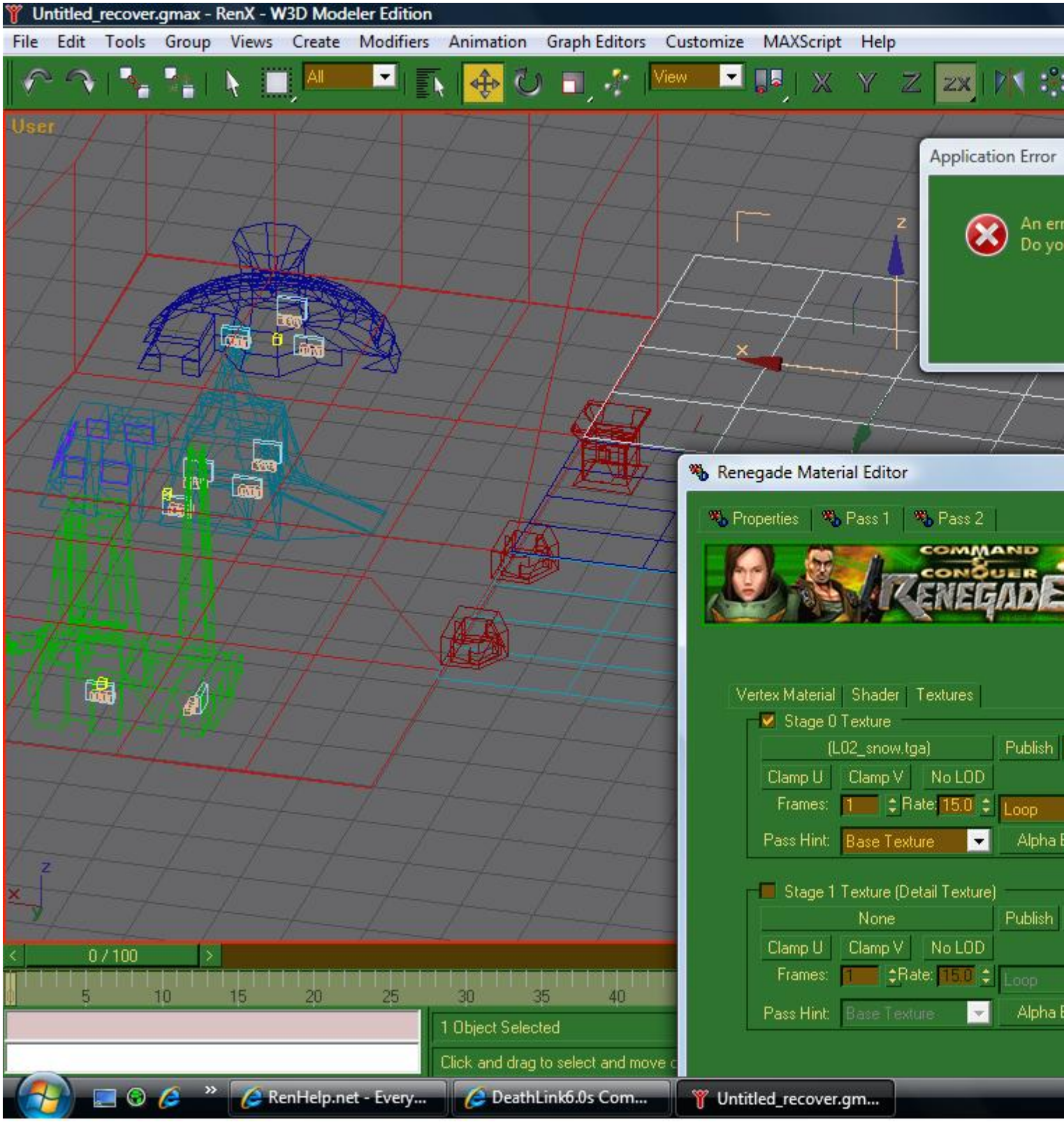
Ok so i decided to make my first map but i am having trouble uploading texture to any part of the map can some one tell me why
i keep getting this strange error please some one tell me why and help

File Attachments

1) help.jpg, downloaded 724 times



Subject: Re: Uploading Texture To Map
Posted by Gen_Blacky on Mon, 28 Sep 2009 05:44:10 GMT

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go to material navigator and give the mesh no material.

Subject: Re: Uploading Texture To Map
Posted by Good-One-Driver on Mon, 28 Sep 2009 05:50:13 GMT
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Gen_Blacky wrote on Mon, 28 September 2009 00:44go to material navigator and give the mesh no material.
Wait wait still noob were is this?

Subject: Re: Uploading Texture To Map
Posted by Gen_Blacky on Mon, 28 Sep 2009 05:53:11 GMT
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go to user interface and look for it. i don't have renx or 3ds max installed so i cant look.

Subject: Re: Uploading Texture To Map
Posted by Good-One-Driver on Mon, 28 Sep 2009 06:03:17 GMT
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Ok thank you

Subject: Re: Uploading Texture To Map
Posted by Spyder on Mon, 28 Sep 2009 06:37:13 GMT
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Gen_Blacky wrote on Mon, 28 September 2009 07:44go to material navigator and give the mesh no material.

You could have told him to just press 'M'.

Subject: Re: Uploading Texture To Map
Posted by ErroR on Mon, 28 Sep 2009 12:07:45 GMT
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DimitryK wrote on Mon, 28 September 2009 09:37Gen_Blacky wrote on Mon, 28 September 2009 07:44go to material navigator and give the mesh no material.

You could have told him to just press 'M'.

um, no that's the material editor, material navigator is that button with 3 circles (yellow, red, blue) in the top right corner of the screen. open it, then drag and drop the 'None' Material to the mesh

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Subject: Re: Uploading Texture To Map
Posted by Good-One-Driver on Tue, 29 Sep 2009 01:44:42 GMT
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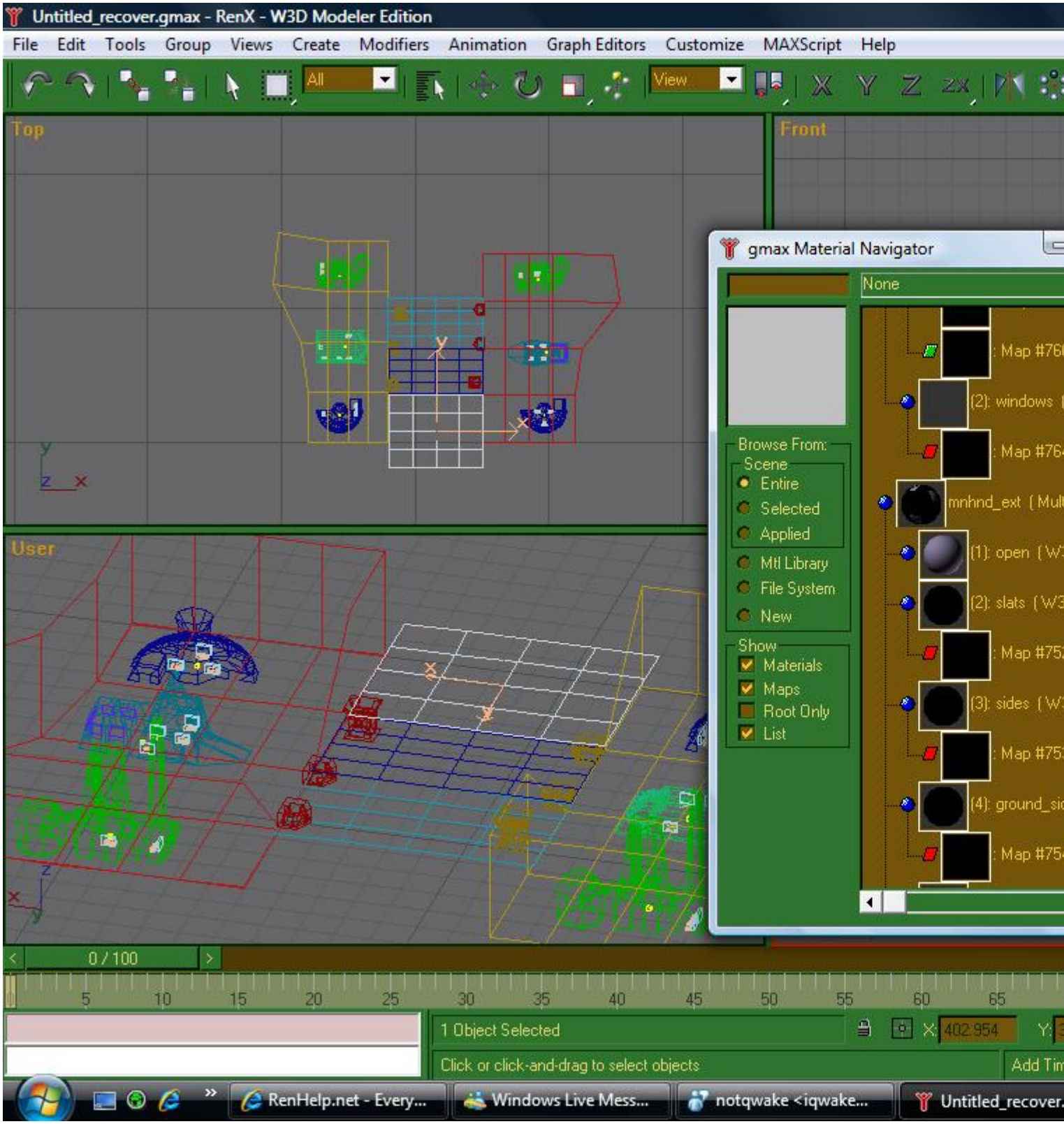
EDIT: i got the texture uploaded

File Attachments

1) help2.jpg, downloaded 314 times

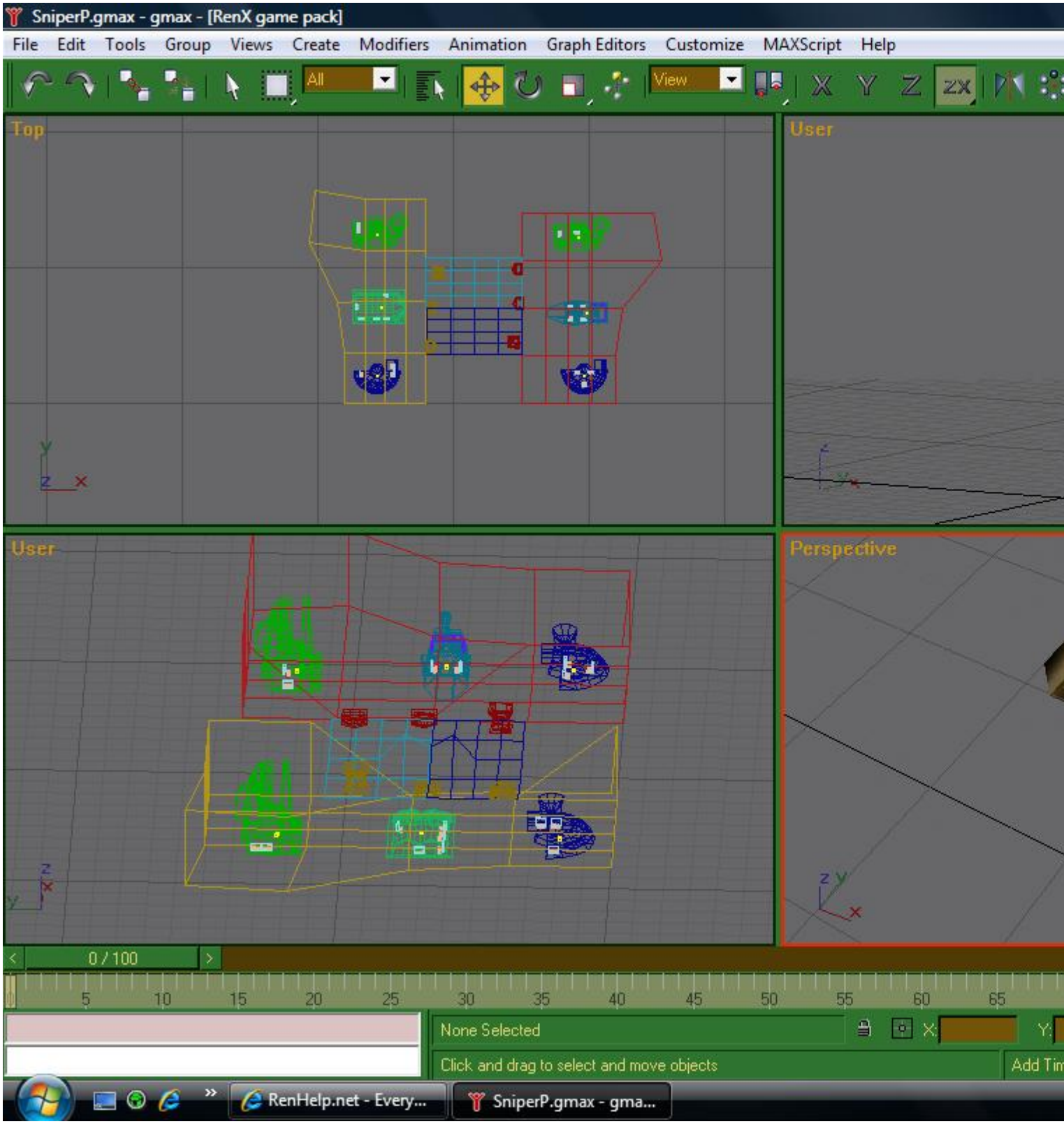


Subject: Re: Uploading Texture To Map
Posted by Good-One-Driver on Tue, 29 Sep 2009 03:42:00 GMT

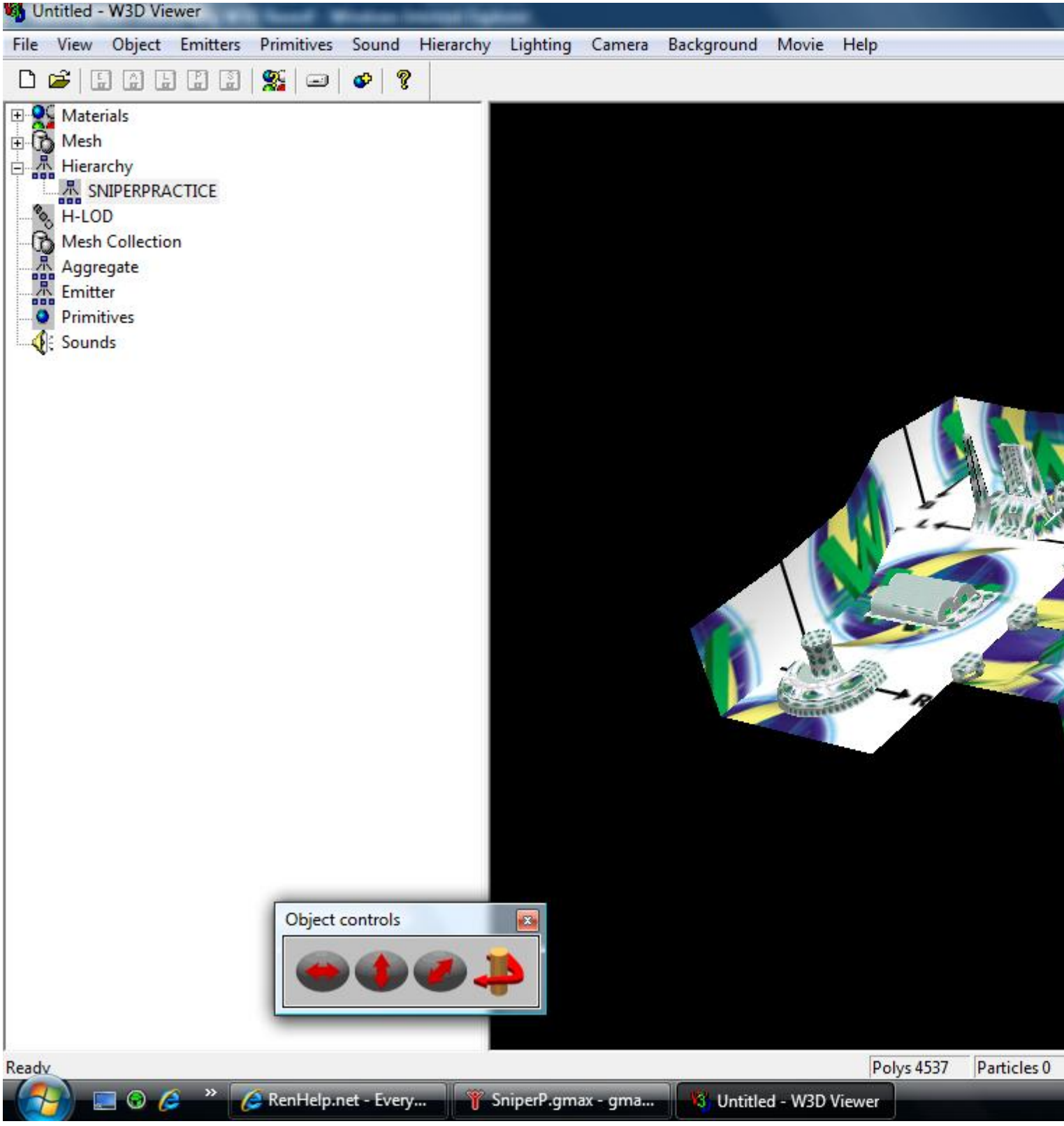
ok so i see the texture in renx but when i try seeing it in w3d viewer not work?

File Attachments

1) ok.jpg, downloaded 512 times



2) ok2.jpg, downloaded 513 times



Subject: Re: Uploading Texture To Map
Posted by E! on Tue, 29 Sep 2009 11:06:26 GMT

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your texture should be a *.tga file format (or *.dds) and it has to be in the same folder as the *.w3d is. you can open the materials tab in w3d viewer to check if the viewer finds the material or not and if it is able to display.

Subject: Re: Uploading Texture To Map
Posted by Good-One-Driver on Tue, 29 Sep 2009 13:05:59 GMT
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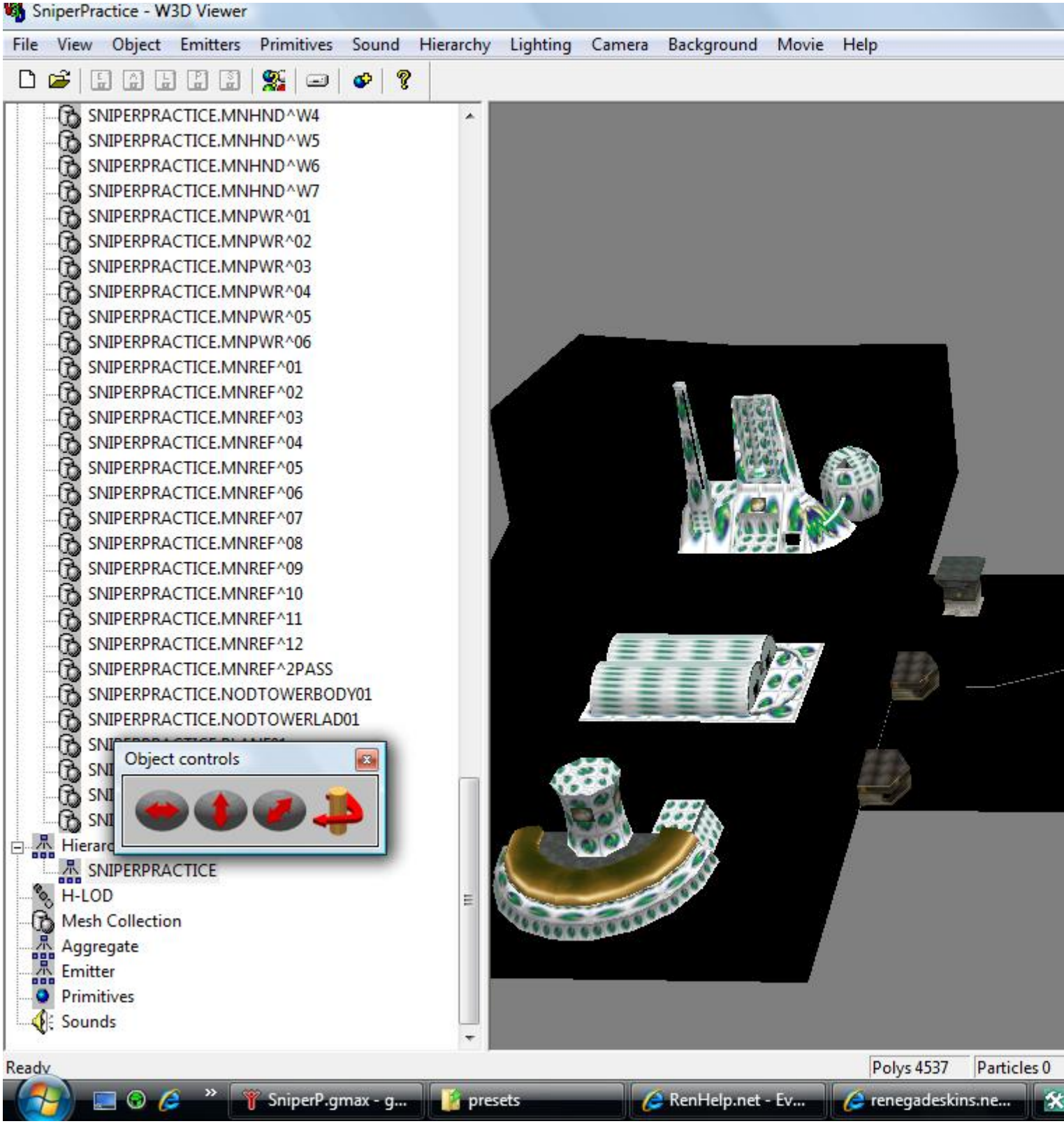
ok i did that now i get this

File Attachments
1) ok3.jpg, downloaded 481 times



Subject: Re: Uploading Texture To Map
Posted by ErroR on Tue, 29 Sep 2009 13:07:37 GMT

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DO MORE. but if you want to change a map, textures perhaps, USE LEVEL EDIT, really, threw renx it's too hard

Subject: Re: Uploading Texture To Map
Posted by Good-One-Driver on Thu, 01 Oct 2009 18:47:36 GMT
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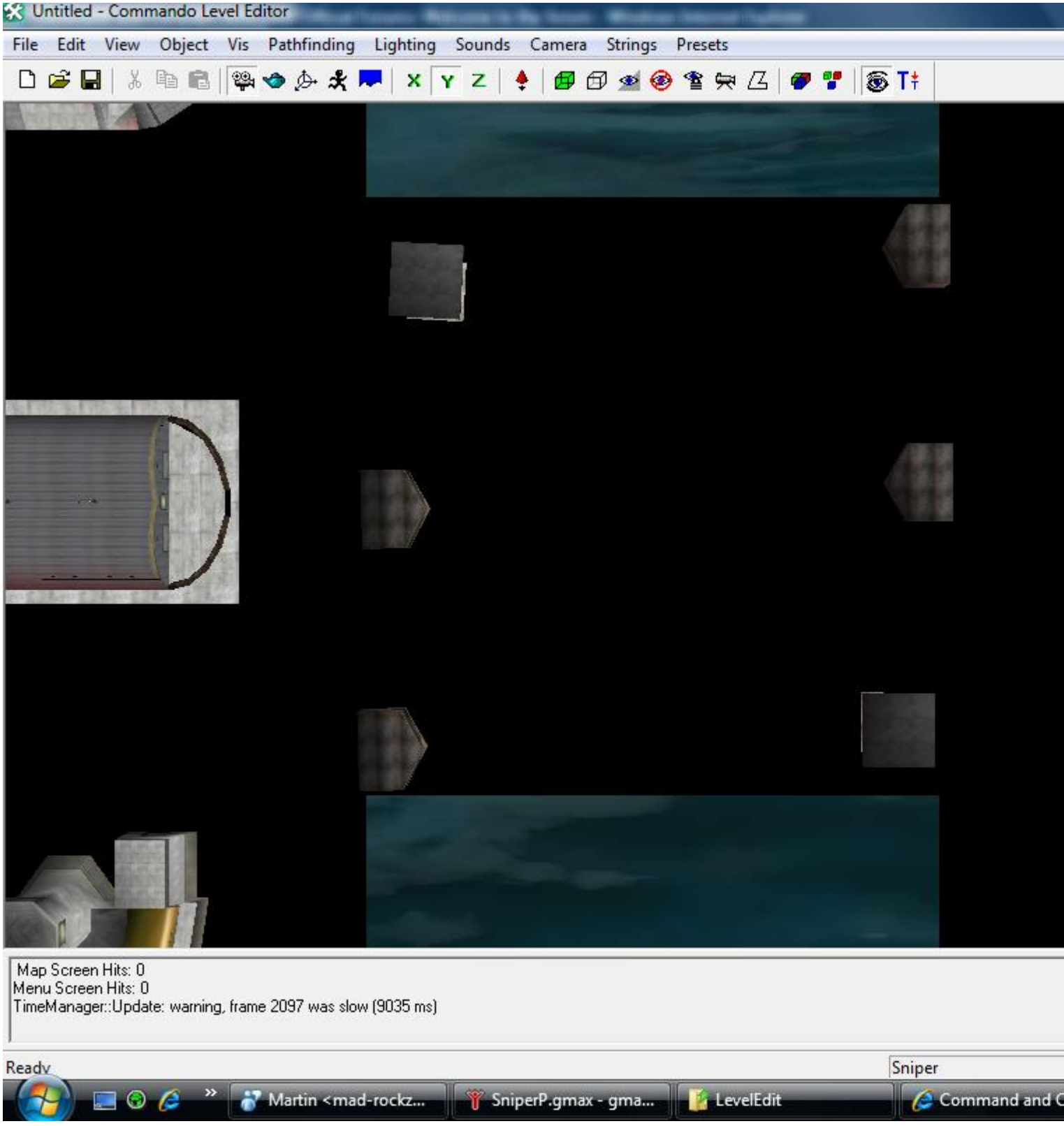
ok so i uploaded all my texture and this is waht i get

File Attachments

1) HELPOUJK.jpg, downloaded 471 times



Subject: Re: Uploading Texture To Map
Posted by Reaver11 on Fri, 02 Oct 2009 09:07:31 GMT

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Did you uvwmap your terrain?

Subject: Re: Uploading Texture To Map
Posted by Good-One-Driver on Fri, 02 Oct 2009 14:14:37 GMT
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Reaver11 wrote on Fri, 02 October 2009 05:07Did you uvwmap your terrain?

No I don't think it was in tut ethier
How I do this?

EDIT: Yes i did do it sorry