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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

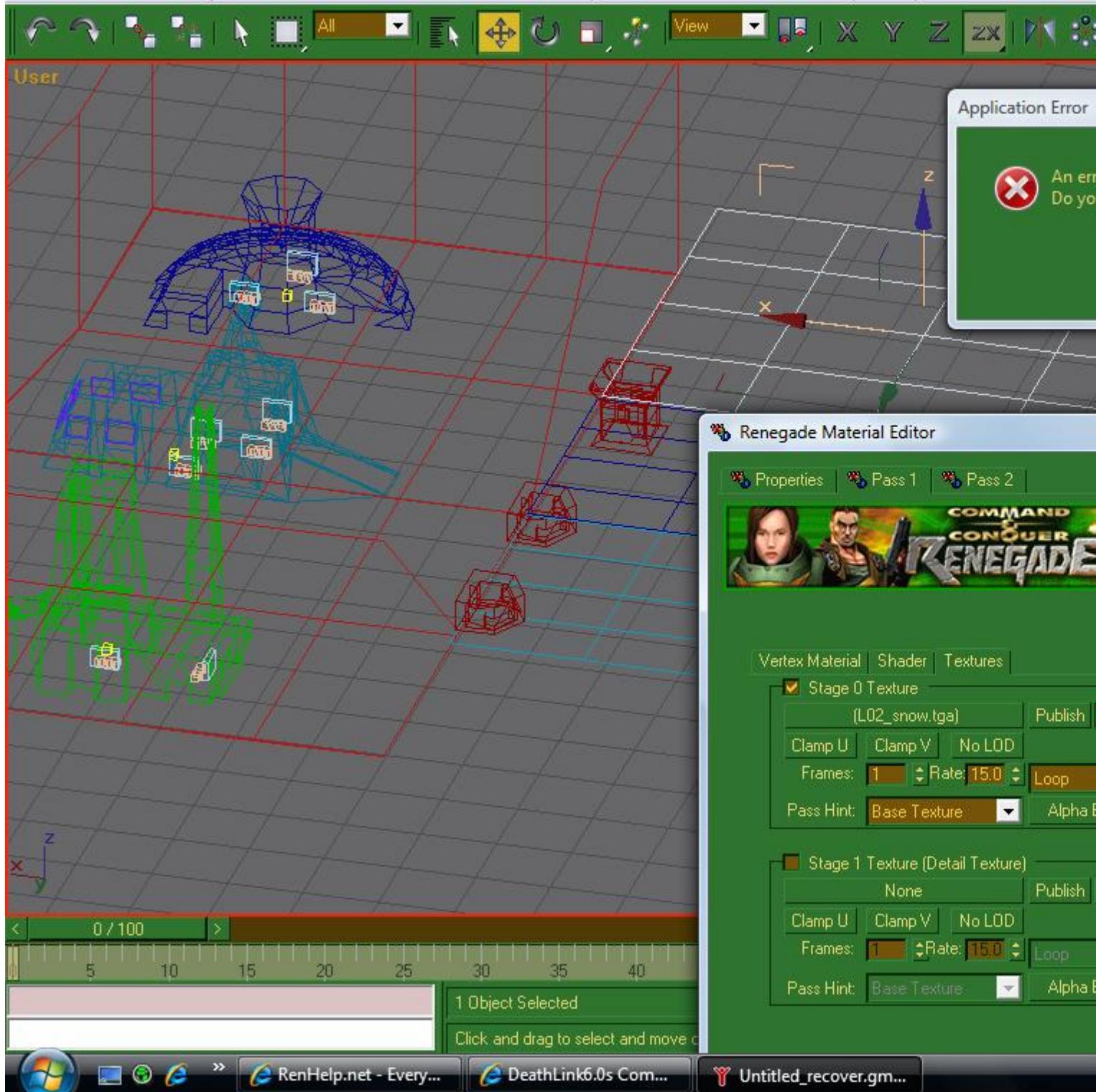
i keep getting this strange error please some one tell me why and help

---

**File Attachments**

1) [help.jpg](#), downloaded 724 times

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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.

---

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**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?

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**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.

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**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

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**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'.

---

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**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'.

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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

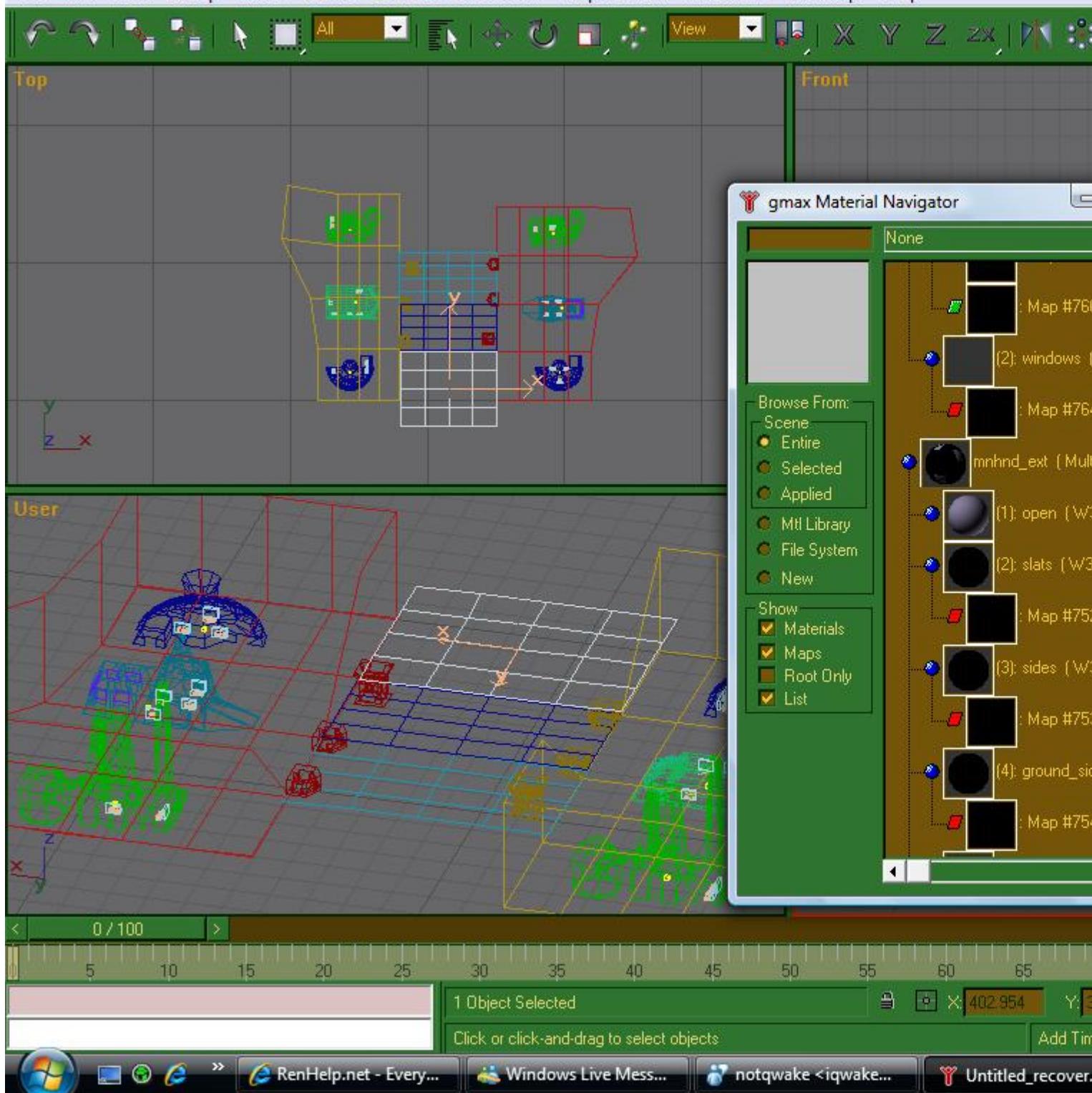
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EDIT: i got the texture uploaded

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

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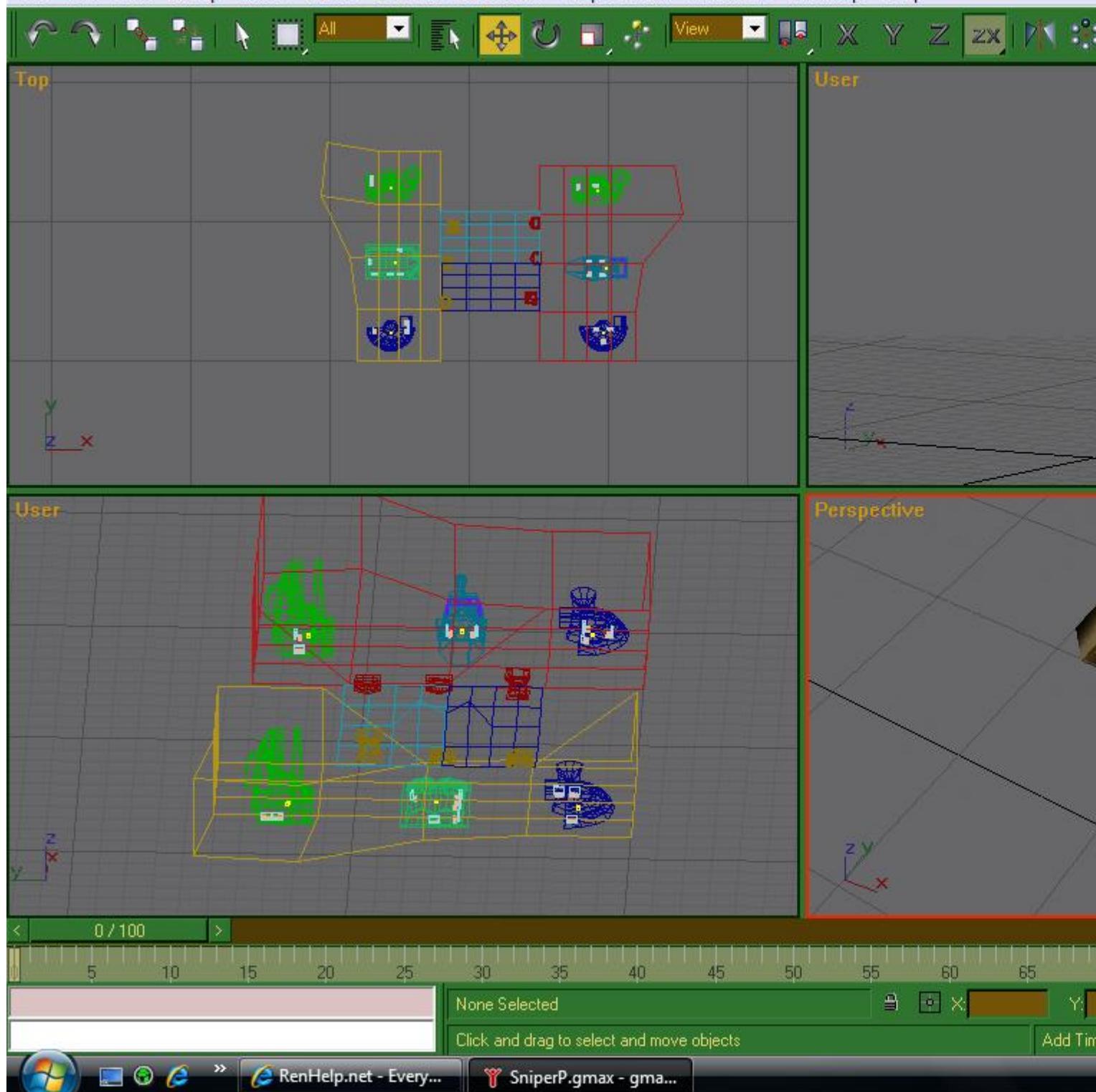
ok so i see the texture in renx but when i try seeing it in w3d viewer not work?

### File Attachments

1) [ok.jpg](#), downloaded 512 times

# SniperP.gmax - gmax - [RenX game pack]

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



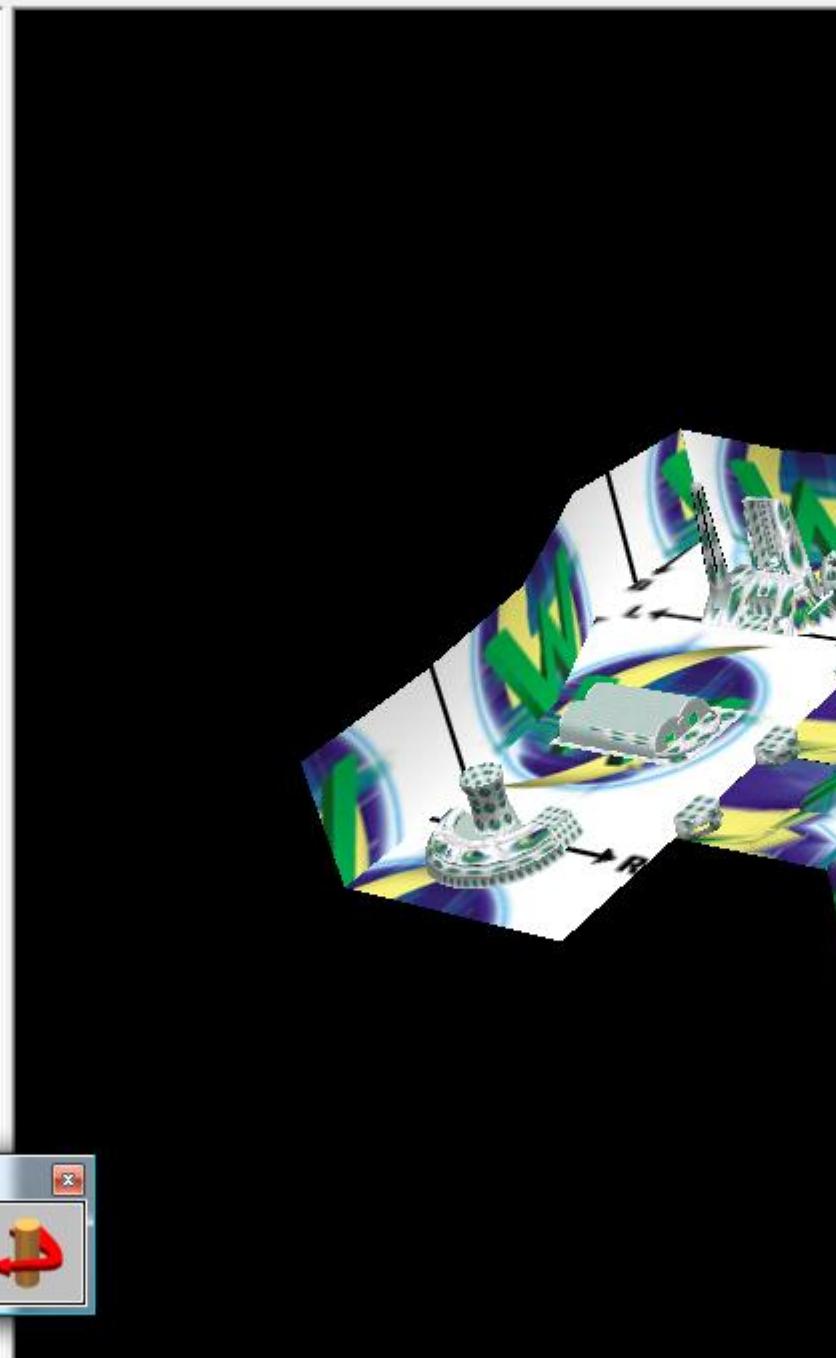
2) [ok2.jpg](#), downloaded 513 times

# Untitled - W3D Viewer

File View Object Emitters Primitives Sound Hierarchy Lighting Camera Background Movie Help



Materials  
Mesh  
Hierarchy  
SNIPERPRACTICE  
H-LOD  
Mesh Collection  
Aggregate  
Emitter  
Primitives  
Sounds



Ready

Polys 4537 Particles 0



>>

RenHelp.net - Every...

SniperP.gmax - gma...

Untitled - W3D Viewer

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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.

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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

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File Attachments

1) [ok3.jpg](#), downloaded 481 times

# SniperPractice - W3D Viewer

File View Object Emitters Primitives Sound Hierarchy Lighting Camera Background Movie Help

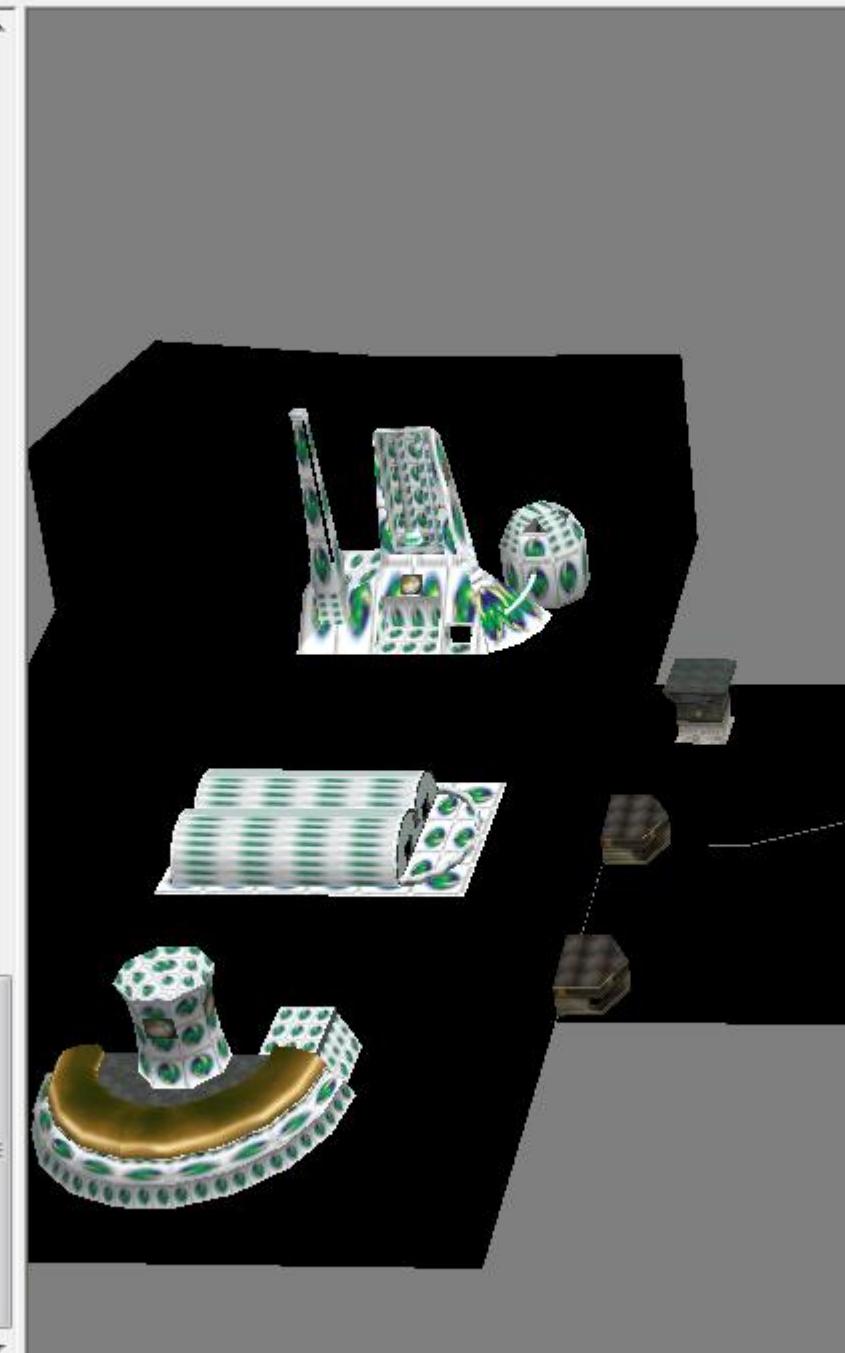


- SNIPERPRACTICE.MNHND^W4
- SNIPERPRACTICE.MNHND^W5
- SNIPERPRACTICE.MNHND^W6
- SNIPERPRACTICE.MNHND^W7
- SNIPERPRACTICE.MNPWR^01
- SNIPERPRACTICE.MNPWR^02
- SNIPERPRACTICE.MNPWR^03
- SNIPERPRACTICE.MNPWR^04
- SNIPERPRACTICE.MNPWR^05
- SNIPERPRACTICE.MNPWR^06
- SNIPERPRACTICE.MNREF^01
- SNIPERPRACTICE.MNREF^02
- SNIPERPRACTICE.MNREF^03
- SNIPERPRACTICE.MNREF^04
- SNIPERPRACTICE.MNREF^05
- SNIPERPRACTICE.MNREF^06
- SNIPERPRACTICE.MNREF^07
- SNIPERPRACTICE.MNREF^08
- SNIPERPRACTICE.MNREF^09
- SNIPERPRACTICE.MNREF^10
- SNIPERPRACTICE.MNREF^11
- SNIPERPRACTICE.MNREF^12
- SNIPERPRACTICE.MNREF^2PASS
- SNIPERPRACTICE.NODTOWERBODY01
- SNIPERPRACTICE.NODTOWERLAD01



Hierarchy

- SNIPERPRACTICE
- H-LOD
- Mesh Collection
- Aggregate
- Emitter
- Primitives
- Sounds



Ready

Polys 4537 Particles 0



SniperP.gmax - g...

presets

RenHelp.net - Ev...

renegadeskins.ne...



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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

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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

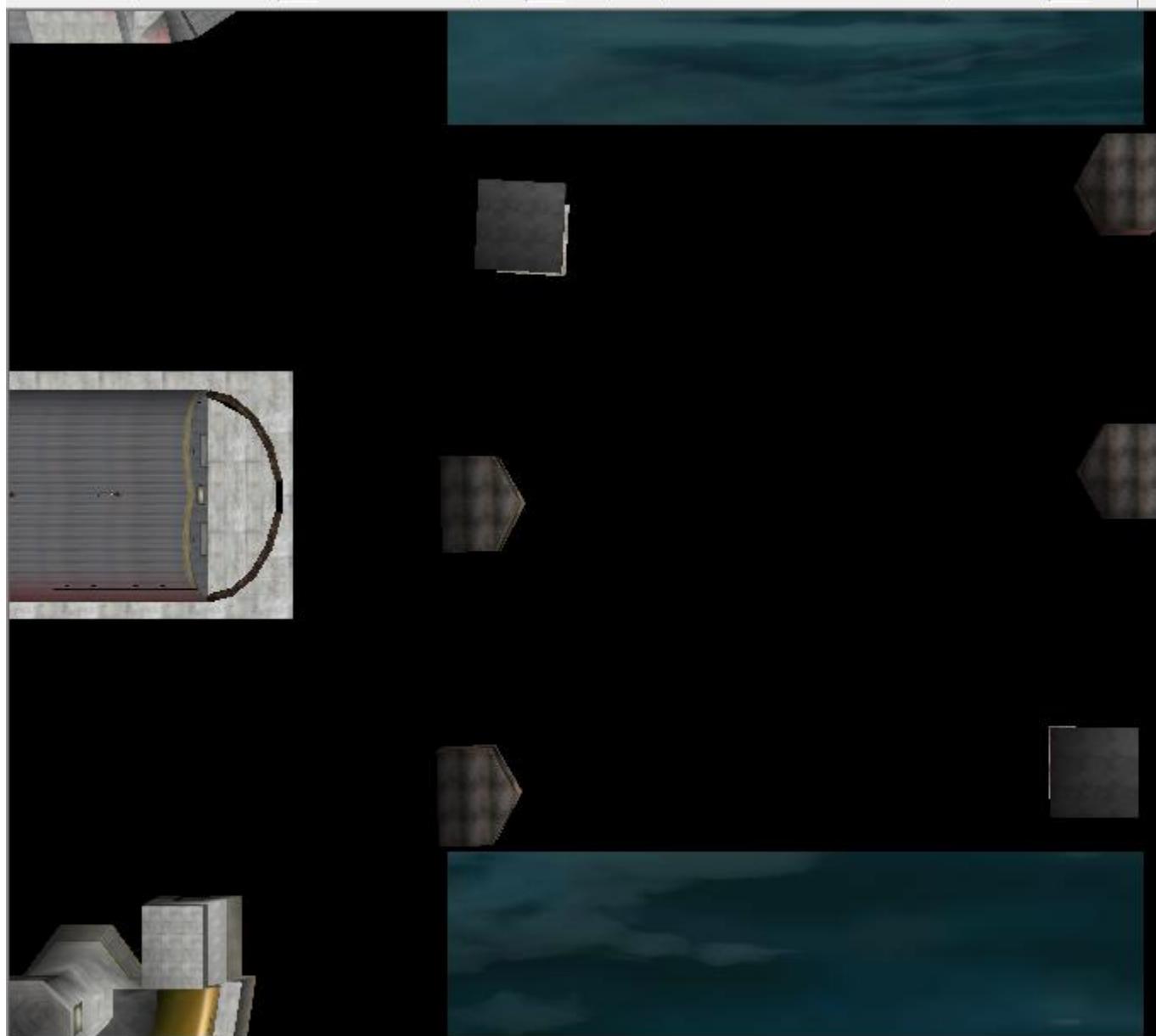
---

File Attachments

1) [HELP0UJK.jpg](#), downloaded 471 times

## Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Map Screen Hits: 0

Menu Screen Hits: 0

TimeManager::Update: warning, frame 2097 was slow (9035 ms)

Ready

Sniper



Martin <mad-rockz...

SniperP.gmax - gma...

LevelEdit

Command and C

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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?

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**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 05:07 Did 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

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