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Subject: Material Texture Inconcistency From RenX to Level Edit

Posted by [Anonymous](#) on Tue, 15 Oct 2002 00:28:00 GMT

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Im brandnew to this, but I've been experementing a bit, and I've run into a snag. When I apply a material to an object (give it a UVW coords modifier, then apply a bitmap based material, as described in the materials tutorial) then export the thing, and load it into the level editor, the object appears in the editor covered in a patern of rainbow colors (well, blue, green, red, brown, and white actualy) rather than covered in the designated map.What am i doing wrong?

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