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Subject: My first mod coming soon!

Posted by [Anonymous](#) on Sat, 12 Oct 2002 02:38:00 GMT

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good first try, Pointer tips.1) after texturing the ground, pull down the MODIFIER menu and click, UV map.then on the right toolbox, scroll down to the UVW map section and change the length and width to about 7. that will make the ground texture look better.2) Careful Using PLANE mesh as walls, if its 2 sided Vehicles will stick in it. (I did that on my first RenX map.) Use BOX or 1 sided instead.3) also after makeing a Mesh Editable. click the + sign next to editable mesh on the right side toolbar. see the Vertex subgroup. click that and now you can pull those little blue dots up (in the Perspective View) with the fourway move arrow button. thats the way to make mountains.BTW Im only on my Second Try at RenX map. LOL [ October 12, 2002, 02:41: Message edited by: garth8422 ]

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