Subject: Some map help needed plz
Posted by Anonymous on Fri, 07 Jun 2002 07:16:00 GMT
View Forum Message <> Reply to Message

1. the air buildings have vis/phys blockers on it - so it hides the textures. so dont mess with them.You could add a UVW map - and assign textures - but why would you want to do that?2 - go here http://pages.infinit.net/laurigna/tutorial/TEXTURE.htmand herehttp://airspace.uhk.cz/mlk/msfs/tutorials/gmax/part1/gmax_texturing_01.htmland herehttp://www.google.com/search?q=gmax&hl=en&lr=&start=0&sa=Nhope this helps   [June 07, 2002, 07:17: Message edited by: StoneRook]