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Subject: LOOK!!!

Posted by [Anonymous](#) on Sat, 27 Apr 2002 18:22:00 GMT

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In RenX... Choose the mesh that you want to be tiberium. Open the material editor ("M"), in the type field, choose Tiberium, on the "Pass 1" tab, goto the "Textures" tab, enable the "Stage 0" texture (check the checkbox), click on "NONE", and browse to the texture you want to use for tiberium. Click the "Apply Material to Selection" Button on bottom right, and then click the "Display" button for "Stage 0" Texture. Exit material navigator. Now that mesh is tiberium... Export your file, open it in level editor, and place tiberium controllers at that location. (see tutorials for how to info)...

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