Subject: could use some help
Posted by Burn on Sun, 02 Jan 2005 01:53:59 GMT
View Forum Message <> Reply to Message

I found a solution to your problem. I say solution because what I have to say doesn't fix it, it just provides you with a way around it.

You can get your textures back, but you're going to have to apply them on yourself. Open up the material library and drop and drop the materials you wish to use on the designated areas of the room. As an example, the name of the texture for the walls in the hand of nod "Training Room" is hnd_mural.tga. Therefore, all you have to do is open up your material library, drag and drop hnd_mural.tga to your walls, and it will assign that material to the walls.

If you notice, you don't have to do that annoying and tedious process of UV Texture mapping to get a good looking texture as the w3d model already has the texture coordinates applied to it.

If you look in your material library before you do all what I said above, you'll notice that every texture in there is almost black. I don't know why the textures show up perfectially in gmax and not the commando editor. Maybe you should try and find a way to change the directory of your materials.

This is the best solution I can provide for you thus far. Maybe someone will find a way to fix it so you don't have to retexturize it.

Hope this helps.