
Subject: Re: mapping help

Posted by [RaptorA](#) on Thu, 09 Mar 2006 21:15:12 GMT

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Ok i think iv about sused it but theres a few things that i need to know to make life a lot easyer,

RenX:

1.im making a map using the extrue method (found on renhelp) but when i com to the textures there just place colours no text texture, how do i get it to show the textures?

2.onec uv edited a mesh how do u get it out of edit mesh mod?

3.is there a short cut key to make a mesh wireframe / hights(or wt ever it is)

Level Editor:

1.when working with a big terrain who do u get it so it shows more of the terrain insted of the blue background (when u voom out the terrain disapers)

****when on leve editor and u zoom out how do u get it to make the terrain visable at a grater distenc i did it the other day but iv 4got****

2.when i place a building via a terrain and i want to move it how do i get it so all the pars go with it , the interia seems to lag behind.

i think thats about it wt i need, ty
