Subject: Road texturing question.
Posted by YazooGang on Fri, 03 Jul 2009 22:39:41 GMT

Hey, i'm modding C&C City and first i need to retexture the w3d in 3ds max. So i started doing that and i got stuck.
While i was texturing the road, i has to turn the texture. So, i didnt know how to because i'm not a texturer or anything like that.
Here is a pic of the situation.
sorry, screen resolution

File Attachments
1) roadtexturesucks.JPG, downloaded 167 times

File Edit Tools Group Views Create Modifiers Character reactor Animation Graph Editors Rendering Customize MAXScript BF2 Help

All ▾   View ▾

Material Editor - Standard_6

Material Navigation Options Utilities

Standard_6 ▾   W3D

Material Pass Count

Current Pass Count: 1   Change

Pass 1

Vertex Material | Shader | Textures

☑ Stage 0 Texture

Map #56 (cc_road2.dds)   Display

Clamp U | Clamp V | No LOD

☐ Stage 1 Texture (Detail Texture)

None   Display

Clamp U | Clamp V | No LOD

0 / 100

5   10   15   20   25   30   35   40   45   50   55   60   65

1 Object Selected   X: 99.633   Y: 15.595   Z: 0.0   Gri

Click and drag to rotate the view. Clicking in the tabs constrains the rotation   Ad