Subject: Uploading Texture To Map
Posted by Good-One-Driver on Mon, 28 Sep 2009 04:40:01 GMT
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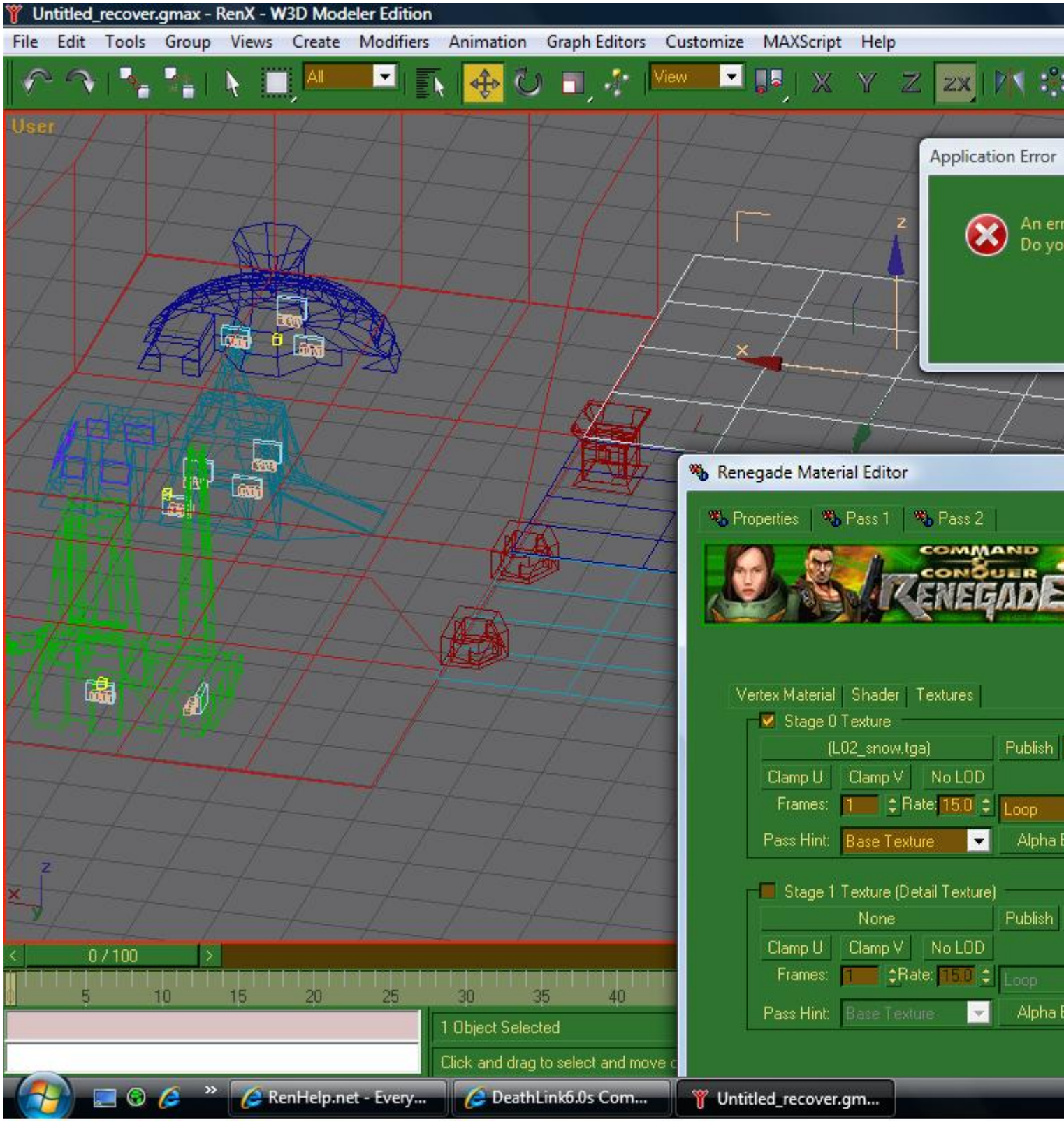
Ok so i decided to make my first map but i am having trouble uploading texture to any part of the map can some one tell me why
i keep getting this strange error please some one tell me why and help

File Attachments

1) help.jpg, downloaded 312 times


Untitled_recover.gmax - RenX - W3D Modeler Edition
File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help
User
Application Error
Renegade Material Editor
Properties Pass 1 Pass 2
COMMAND & CONQUER RENEGADE
Vertex Material Shader Textures
Stage 0 Texture
(L02_snow.tga) Publish
Clamp U Clamp V No LOD
Frames: 1 Rate: 15.0 Loop
Pass Hint: Base Texture Alpha
Stage 1 Texture (Detail Texture)
None Publish
Clamp U Clamp V No LOD
Frames: 1 Rate: 15.0 Loop
Pass Hint: Base Texture Alpha
0 / 100
1 Object Selected
Click and drag to select and move
RenHelp.net - Every...
DeathLink6.0s Com...
Untitled_recover.gm...