
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [Aircraftkiller](#) on Mon, 03 Oct 2011 01:29:58 GMT
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There's 99 UV channels that 3DS Max (and by association, Renegade) understands. Each channel holds UV data, which defines how the textures appear in local space on the object. All modeling packages should have the ability to set different textures to display under different UV channels. The main rock texture for example was set to UV channel 2. The ground textures were all set to UV channel 1. When I have the whole level grouped together, I can set the proper tiling by adding two UVW Mapping modifiers to adjust the scale of the textures. There's a UV channel option in the subobject rollout of the UVW Mapping modifier.

When you set your UV channel, reflect that change in the RenX/Max 8 channels in your material editor. If you're working with RenX/Max 8, you'll find them when you press M and look at the vertex material. It's below the field that you enter any arguments for vertex mapping into. It should say "UV 1" by default. Change the spinner to 2, 3, 4, whatever your channels are.
