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Subject: Renegade material type, rock,metal,wood etc  
Posted by [bighairybear](#) on Fri, 19 Mar 2004 19:18:29 GMT  
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I not trying to blend textures. I know that you set a material type its supposed to act like the selected material as that want im trying to do.

I put gmax and renx on another computer and tried using that but i still get the same problem. I think it must be something wrong with my export settings.

When i export my basic terrain (as W3D) i have the following options checked.  
Export transform(bones); Export Geometry; Damage Region=0;

Geometry options: Normal  
Collision options: Physical, Projectile, Vehicle, Vis

Then i use the export with standard materials and choose renegade terrain.

Is this the right way to do it ?

Testfile> <http://myweb.tiscali.co.uk/bighairybear/testterrain.gmax>

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