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Subject: LOOK!!!

Posted by [Anonymous](#) on Sat, 27 Apr 2002 18:05:00 GMT

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Ok now that your looking will someone please tell me how to add tiberium in gmax?...and please dont just say alittle bit on how tell me exactly what to do!...Please HELP

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Subject: LOOK!!!

Posted by [Anonymous](#) on Sat, 27 Apr 2002 18:19:00 GMT

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Subject: LOOK!!!

Posted by [Anonymous](#) on Sat, 27 Apr 2002 18:22:00 GMT

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In RenX... Choose the mesh that you want to be tiberium. Open the material editor ("M"), in the type field, choose Tiberium, on the "Pass 1" tab, goto the "Textures" tab, enable the "Stage 0" texture (check the checkbox), click on "NONE", and browse to the texture you want to use for tiberium. Clcik the "Apply Material to Selection" Button on bottom right, and then click the "Display" button for "Stage 0" Texture. Exit material naviagtor. Now that mesh is tiberium... Export your file, open it in lvel editor, and place tiberium controllers at that location. (see tutorials for hot to info)...

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