
Subject: HELP!

Posted by [Anonymous](#) on Fri, 04 Oct 2002 10:17:00 GMT

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How can I add a 3rd texture onto my plane?

Subject: HELP!

Posted by [Anonymous](#) on Fri, 04 Oct 2002 11:10:00 GMT

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ok, I detached the polygons and seperated the areas, and blended them so they fit back together. But now, the texture that blends the two peices are two different shades. For some reason one is too dark. What do I do?

Subject: HELP!

Posted by [Anonymous](#) on Fri, 04 Oct 2002 11:20:00 GMT

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dont rely on LevelEdits display, (if you are)load your mesh/W3D terrain into leveledit then pull down the lighting tab. click on COMPUTE VERTEX SOLVE.then look at the mesh again. it should look right I think. if it dosnt, then add a gdi spawner and export PKG, test it out with MPLAN and see if it still looks screwy. then you will know for sure If something wasnt right in RenX.

Subject: HELP!

Posted by [Anonymous](#) on Fri, 04 Oct 2002 11:27:00 GMT

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This map will be great, I will try, thanx. [October 04, 2002, 11:28: Message edited by: DeafWasp]

Subject: HELP!

Posted by [Anonymous](#) on Sat, 05 Oct 2002 00:08:00 GMT

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quote:Originally posted by garth8422:[QB]dont rely on LevelEdits display, (if you are)QB]i am.

Subject: HELP!

Posted by [Anonymous](#) on Sun, 06 Oct 2002 00:28:00 GMT

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it will probably work then ingame.

Subject: HELP!

Posted by [Anonymous](#) on Sun, 06 Oct 2002 00:45:00 GMT

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Once you applied the texture, Weld the vertices together to get a smooth Element.
