Subject: Another small renX question...
Posted by Naamloos on Sun, 20 Feb 2005 15:43:16 GMT
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I have 2 objects, but instead of the meshes to look good when attaching them, i wan't the 2 textures to look good.

http://www.n00bstories.com/image.view.php?id=1320315500

What do i do from there?

And for when my english isn't good enough to be readable... I wan't this with the textures:

http://www.n00bstories.com/image.fetch.php?id=1076041148

Subject: Another small renX question...
Posted by PsycoArmy on Sun, 20 Feb 2005 16:38:32 GMT
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I cant tell what you want with that little picture, but it kinda looks like alpha blending to me, try looking on renhelp for alpha blending if thats it.

Subject: Another small renX question...
Posted by Naamloos on Sun, 20 Feb 2005 16:44:14 GMT
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The only alpha blending tutorials there(on renhelp) go with vertex paint, but that's not what i wan't.

http://www.n00bstories.com/image.fetch.php?id=1231948421

I wan't the 2 textures to "merge" so that i still have 2 terrain types. Something vertex paint can't do.

I suck at texturing so... I need help... :oops:

Subject: Another small renX question...
Posted by CnCsoldier08 on Sun, 20 Feb 2005 18:17:58 GMT
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Select teh Tiberium, configure it to be Alpha Blend, with that sand texture being pass 1, and paint the edge vertices of the Tiberium mesh.

Subject: Another small renX question...
Posted by Naamloos on Sun, 20 Feb 2005 18:53:03 GMT
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I already had the tib terrain attached to the sand terrain... Then after trying what you sead renX keeps crashing... I might have to start over since whenever i press M i get an error... And i forgot to make a backup...

Whee... Oh well, this time i'll do it good, i only did the layout so far anyway.

Subject: Another small renX question...
Posted by nastym4n on Tue, 22 Feb 2005 03:13:07 GMT
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Naamloos... And i forgot to make a backup...

save yourself a lot of pain down the road and start.

I normally save the map every 5 minutes but alternate between 2 filenames (Yourmap & Yourmap_bak). This means you never lose too much in one go.
I would say the same applies to both Gmax and LE.

Its also really worthwhile to make a project in LE called "testlevel",
and try out all your ideas on that instead of your actual map.

Subject: Another small renX question...
Posted by danpaul88 on Tue, 22 Feb 2005 10:48:52 GMT
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NaamloosI already had the tib terrain attached to the sand terrain... Then after trying what you sead renX keeps crashing... I might have to start over since whenever i press M i get an error... And i forgot to make a backup...

Whee... Oh well, this time i'll do it good, i only did the layout so far anyway.

if you do texturing etc on a sunday renx crashes....its a sunday bug (read that somewhere, after having similar problems).

Subject: Another small renX question...
Posted by rm5248 on Tue, 22 Feb 2005 10:50:47 GMT
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That just sounds stupid.

Subject: Another small renX question...
Posted by jonwil on Tue, 22 Feb 2005 11:59:58 GMT
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The sunday bug is long gone in the most recent version of GMAX