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Subject: Help applying material to beta harvester in 3DSMAx

Posted by [Vancer2](#) on Sat, 14 Feb 2009 01:14:56 GMT

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I Want to know how to apply the materials for the Beta harvester I thoguth if i imported it, it would have the textures applied. But when I opened it the model was gray and the textures in the material editor are gray. When I tried applying them to specific parts they just map the entire thing. Heres the files as I dont have 3DS max. I do at school. This is all That i could do from messing around. If someone could make a tutorial or explain to me how to do it. I would appreciate it very much.

### File Attachments

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- 1) [Harveste.max](#), downloaded 160 times
  - 2) [wheelharv.tga](#), downloaded 175 times
  - 3) [sidemapharv.tga](#), downloaded 151 times
  - 4) [V\\_HarvL1.W3D](#), downloaded 156 times
  - 5) [topmapharv.tga](#), downloaded 172 times
  - 6) [tireharv.tga](#), downloaded 169 times
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Subject: Re: Help applying material to beta harvester in 3DSMAx

Posted by [ErroR](#) on Sat, 14 Feb 2009 10:58:18 GMT

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nvm

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Subject: Re: Help applying material to beta harvester in 3DSMAx

Posted by [Vancer2](#) on Mon, 16 Feb 2009 00:48:35 GMT

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????????? dude i really need help

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