Subject: Uploading Texture To Map
Posted by Good-One-Driver on Mon, 28 Sep 2009 04:40:01 GMT
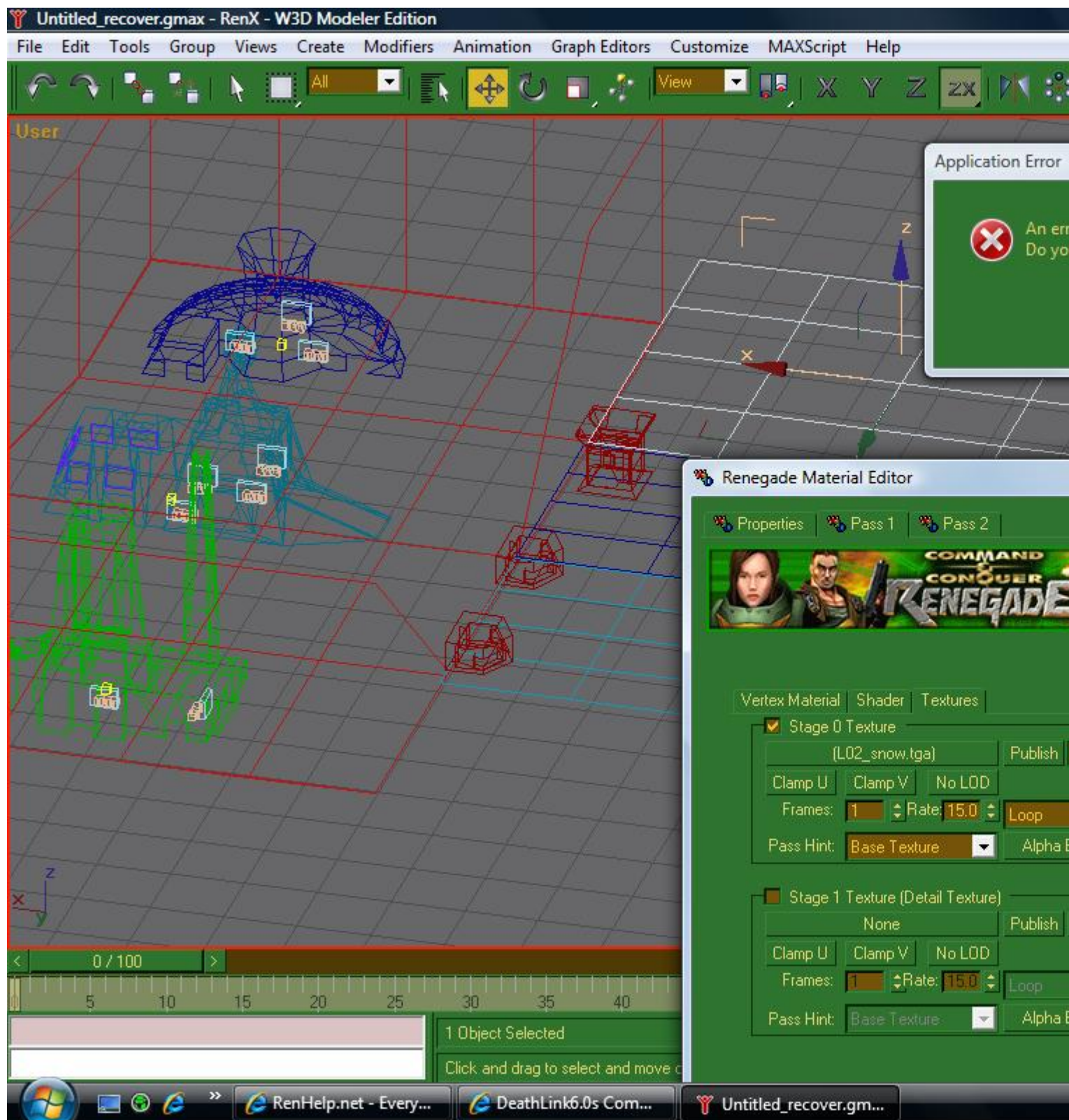View Forum Message <> Reply to Message

Ok so i decided to make my first map but i am having trouble uploading texture to any part of the map can some one tell me why
i keep getting this strange error please some one tell me why and help

File Attachments
1) help.jpg, downloaded 746 times

Subject: Re: Uploading Texture To Map
Posted by Gen_Blacky on Mon, 28 Sep 2009 05:44:10 GMT

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go to material navigator and give the mesh no material.

Subject: Re: Uploading Texture To Map
Posted by Good-One-Driver on Mon, 28 Sep 2009 05:50:13 GMT

Gen_Blacky wrote on Mon, 28 September 2009 00:44go to material navigator and give the mesh no material.
Wait wait still noob were is this?

Subject: Re: Uploading Texture To Map
Posted by Gen_Blacky on Mon, 28 Sep 2009 05:53:11 GMT

go to user interface and look for it. i don't have renx or 3ds max installed so i cant look.

Subject: Re: Uploading Texture To Map
Posted by Good-One-Driver on Mon, 28 Sep 2009 06:03:17 GMT

Ok thank you

Subject: Re: Uploading Texture To Map
Posted by Spyder on Mon, 28 Sep 2009 06:37:13 GMT

Gen_Blacky wrote on Mon, 28 September 2009 07:44go to material navigator and give the mesh no material.

You could have told him to just press 'M'.

Subject: Re: Uploading Texture To Map
Posted by ErroR on Mon, 28 Sep 2009 12:07:45 GMT

DimitryK wrote on Mon, 28 September 2009 09:37Gen_Blacky wrote on Mon, 28 September 2009 07:44go to material navigator and give the mesh no material.

You could have told him to just press 'M'.

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um, no that's the material editor, material navigator is that button with 3 circles (yellow, red, blue) in the top right corner of the screen. open it, then drag and drop the 'None' Material to the mesh
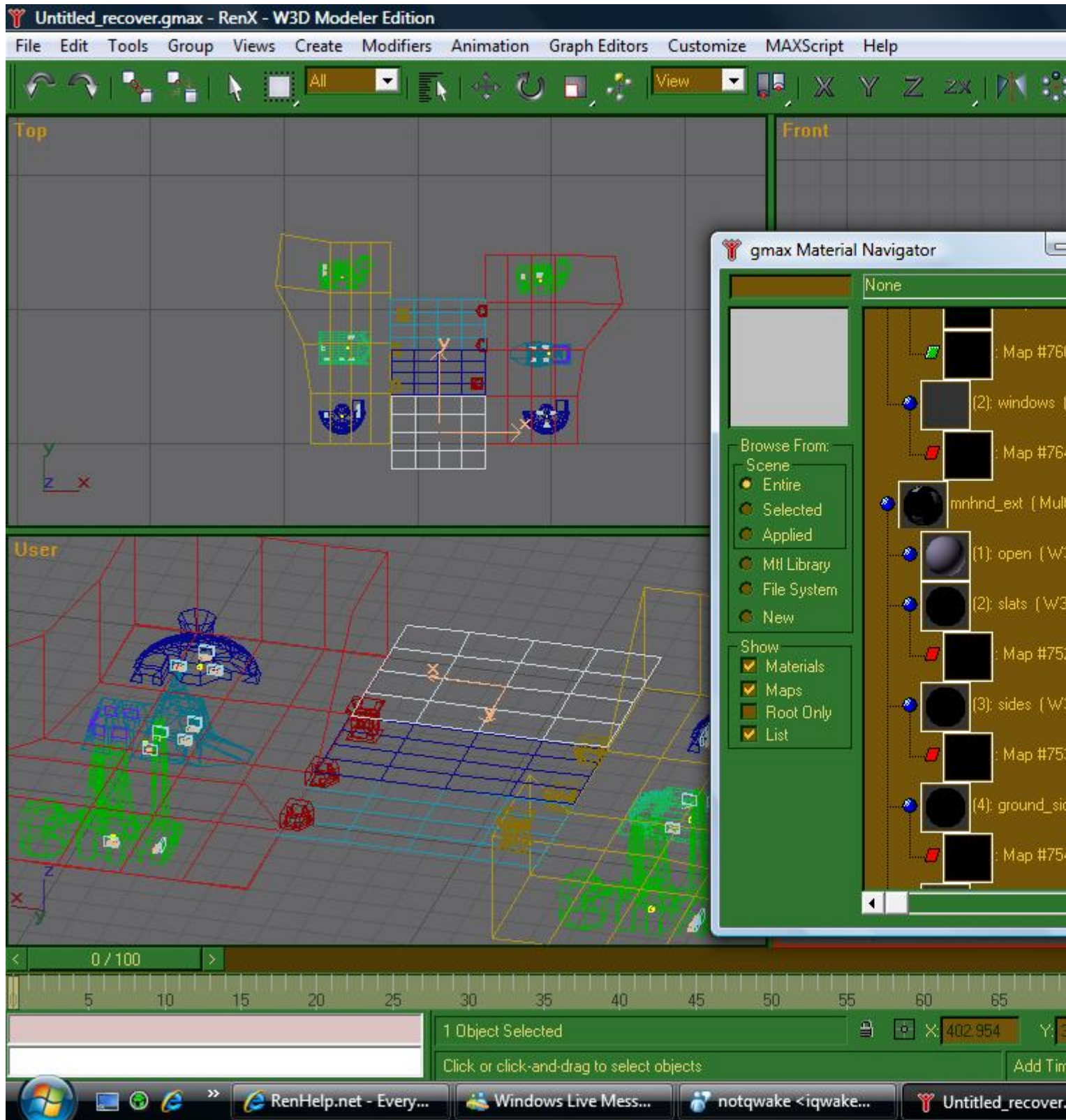
Subject: Re: Uploading Texture To Map
Posted by Good-One-Driver on Tue, 29 Sep 2009 01:44:42 GMT
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EDIT: i got the texture uploaded

File Attachments
1) help2.jpg, downloaded 324 times

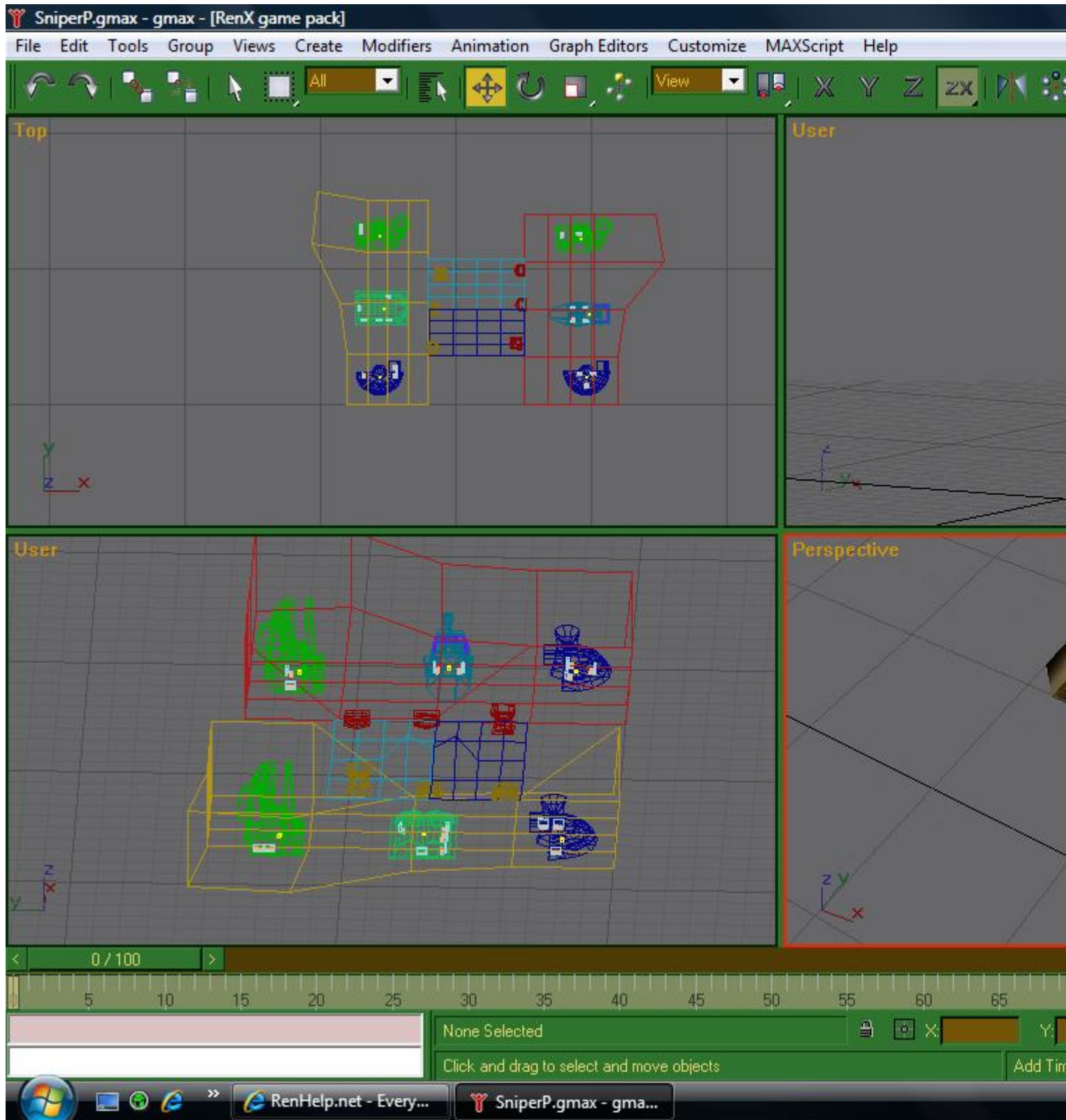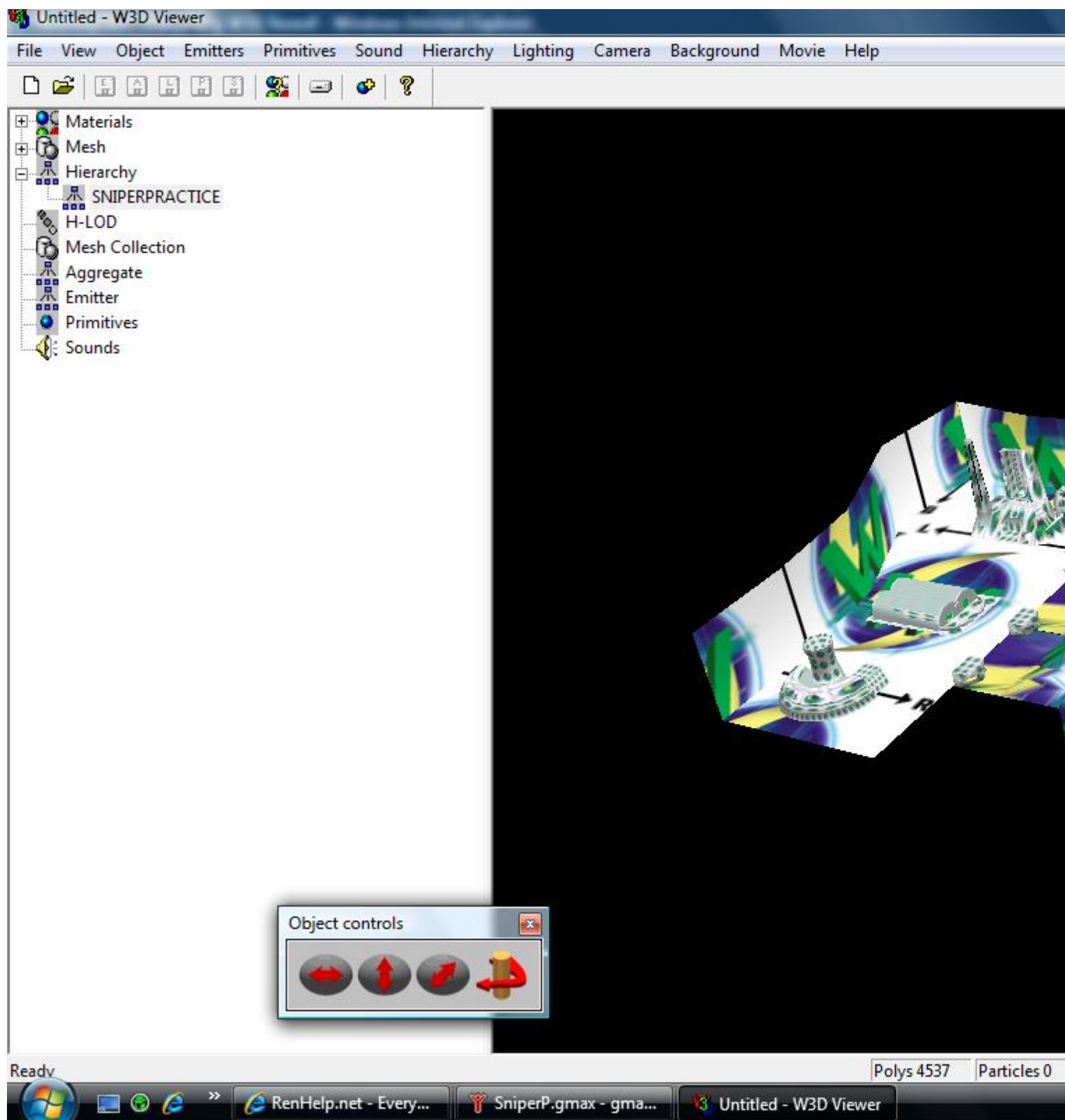ok so i see the texture in renx but when i try seeing it in w3d viewer not work?

File Attachments

1) ok.jpg, downloaded 525 times

2) ok2.jpg, downloaded 526 times

Subject: Re: Uploading Texture To Map
Posted by E! on Tue, 29 Sep 2009 11:06:26 GMT

your texture should be a *.tga file format (or *.dds) and it has to be in the same folder as the *.w3d is. you can open the materials tab in w3d viewer to check if the viewer finds the material or not and if it is able to display.
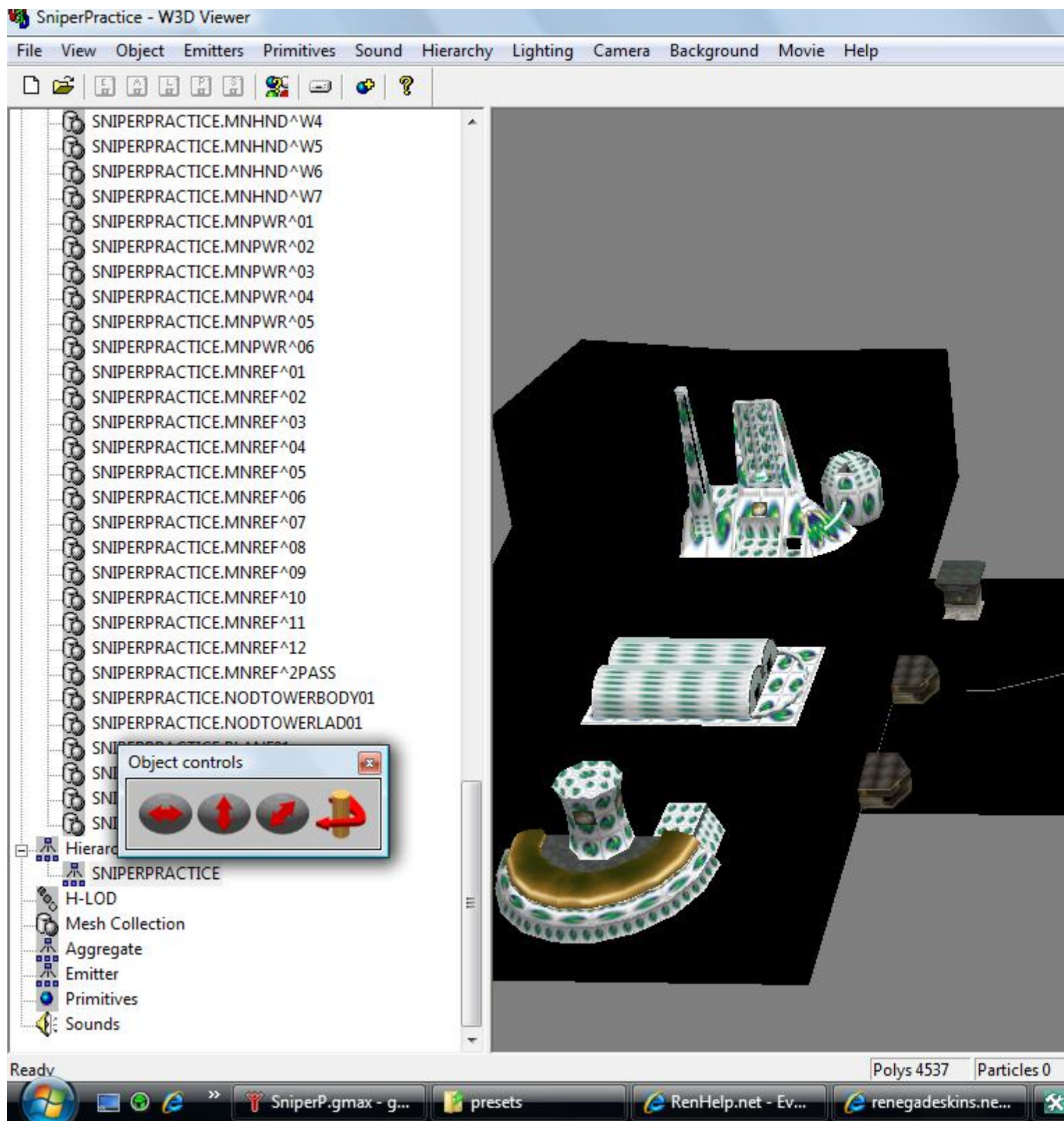

Subject: Re: Uploading Texture To Map
Posted by Good-One-Driver on Tue, 29 Sep 2009 13:05:59 GMT

ok i did that now i get this

File Attachments
1) ok3.jpg, downloaded 499 times

SniperPractice - W3D Viewer

File   View   Object   Emitters   Primitives   Sound   Hierarchy   Lighting   Camera   Background   Movie   Help

SNIPERPRACTICE.MNHND^W4
SNIPERPRACTICE.MNHND^W5
SNIPERPRACTICE.MNHND^W6
SNIPERPRACTICE.MNHND^W7
SNIPERPRACTICE.MNPWR^01
SNIPERPRACTICE.MNPWR^02
SNIPERPRACTICE.MNPWR^03
SNIPERPRACTICE.MNPWR^04
SNIPERPRACTICE.MNPWR^05
SNIPERPRACTICE.MNPWR^06
SNIPERPRACTICE.MNREF^01
SNIPERPRACTICE.MNREF^02
SNIPERPRACTICE.MNREF^03
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SNIPERPRACTICE.MNREF^06
SNIPERPRACTICE.MNREF^07
SNIPERPRACTICE.MNREF^08
SNIPERPRACTICE.MNREF^09
SNIPERPRACTICE.MNREF^10
SNIPERPRACTICE.MNREF^11
SNIPERPRACTICE.MNREF^12
SNIPERPRACTICE.MNREF^2PASS
SNIPERPRACTICE.NODTOWERBODY01
SNIPERPRACTICE.NODTOWERLAD01

Object controls

Hierarchy
SNIPERPRACTICE
H-LOD
Mesh Collection
Aggregate
Emitter
Primitives
Sounds

Ready   Polys 4537   Particles 0

SniperP.gmax - g...   presets   RenHelp.net - Ev...   renegadeskins.ne...

Subject: Re: Uploading Texture To Map
Posted by ErroR on Tue, 29 Sep 2009 13:07:37 GMT

DO MORE. but if you want to change a map, textures perhaps, USE LEVEL EDIT, really, threw renx it's too hard
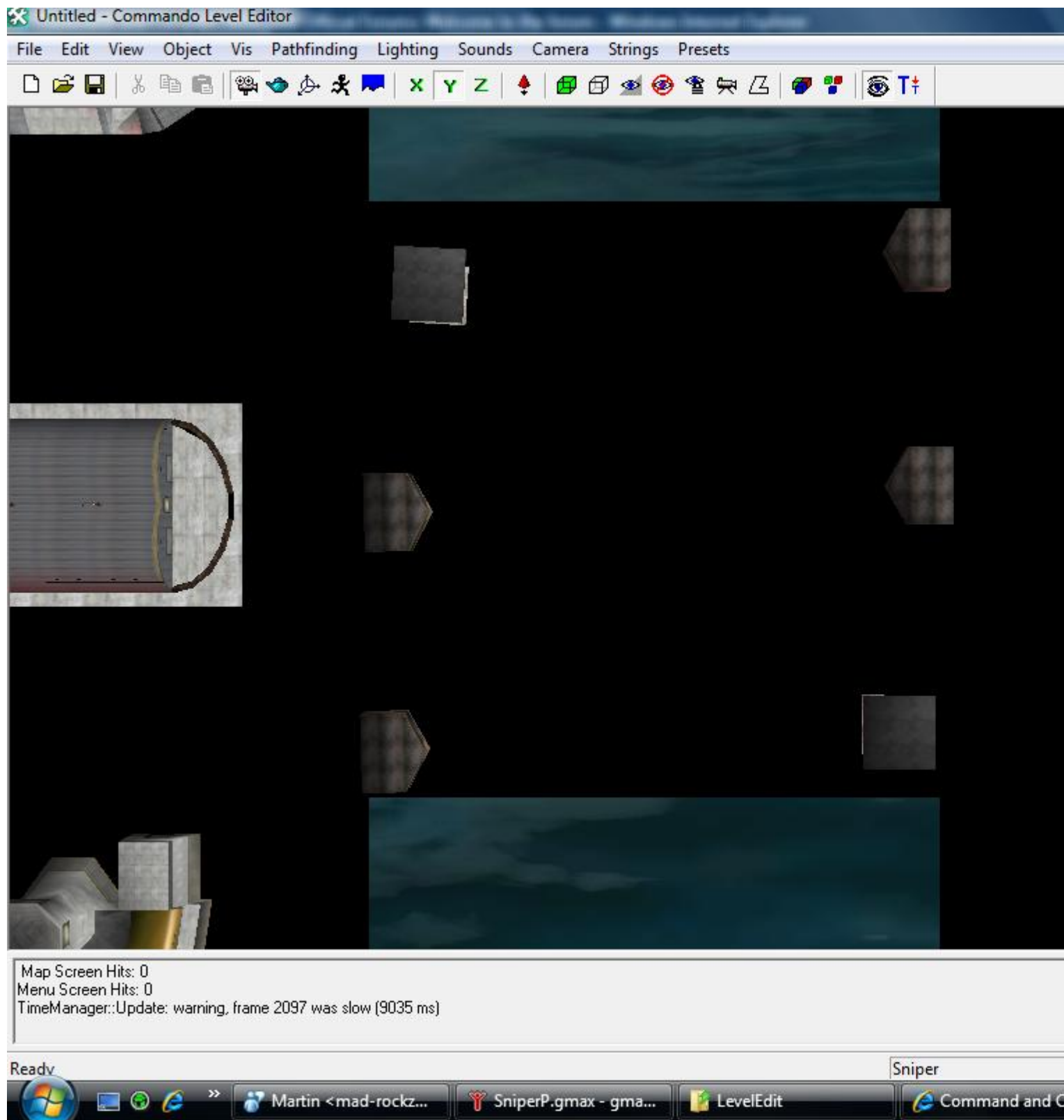
Subject: Re: Uploading Texture To Map
Posted by Good-One-Driver on Thu, 01 Oct 2009 18:47:36 GMT

ok so i uploaded all my texture and this is waht i get

File Attachments
1) HELPOUJK.jpg, downloaded 489 times

Subject: Re: Uploading Texture To Map
Posted by Reaver11 on Fri, 02 Oct 2009 09:07:31 GMT

Did you uvwmap your terrain?

Subject: Re: Uploading Texture To Map
Posted by Good-One-Driver on Fri, 02 Oct 2009 14:14:37 GMT

Reaver11 wrote on Fri, 02 October 2009 05:07Did you uvwmap your terrain?

No I don't think it was in tut ethier
How I do this?

EDIT: Yes i did do it sorry