
Subject: Textures on my map.

Posted by [crysis992](#) on Wed, 28 Apr 2010 16:17:08 GMT

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Heyho,

i have a little problem, im working (again) on a map and im working now on the tunnels i just extracted and loaded the tunnels from field, and modified them a bit. But now i want to set a texture on this tunnel model, But it stays white idk whats wrong.

I did it like the rest of the map

Stage 0 Texture checked, and Display checked. and then i pressed Assign material.

But the damn texture dont show up :/

,

crysis992

Subject: Re: Textures on my map.

Posted by [Jerad2142](#) on Wed, 05 May 2010 11:56:11 GMT

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crysis992 wrote on Wed, 28 April 2010 10:17Heyho,

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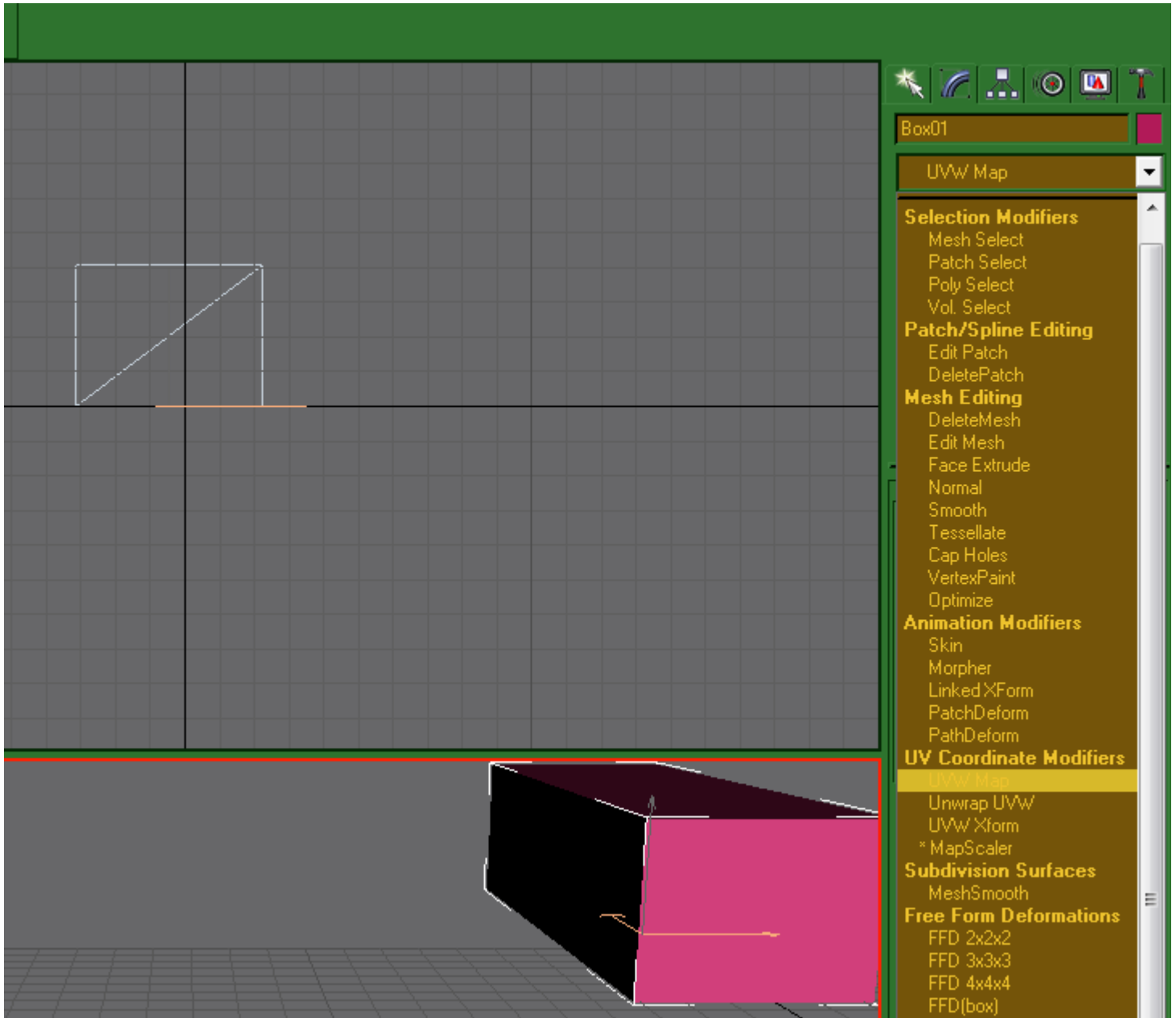
,

crysis992

You probably need to put a UVMapper on it of some sort, sometimes when you use editable mesh on terrain it needs you to put a mapper on it before it'll display.

File Attachments

1) [asdfasdf.png](#), downloaded 443 times



Subject: Re: Textures on my map.
Posted by [crysis992](#) on Wed, 05 May 2010 21:06:28 GMT
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i fixed the problem -.-' i remodeled the tunnels. But thanks for your help i will try it on a other terrain part.
