
Subject: Re: Material Editor
Posted by [NeoX](#) on Sat, 03 May 2003 19:24:17 GMT
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Ok I have figured out how to add your own textures which is fairly simple.
I have also made my own material library but have yet to add textures to it Give Me 20 more mins

Subject: Re: Material Editor
Posted by [maytridy](#) on Sat, 03 May 2003 21:55:35 GMT
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Ok, thanks alot. Lemme know when u find out how.

Subject: Re: Material Editor
Posted by [Majjin Vegeta](#) on Sat, 03 May 2003 23:09:38 GMT
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/me waits...

Subject: Re: Material Editor
Posted by [Sir Phoenixx](#) on Sat, 03 May 2003 23:48:08 GMT
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Go to the Material Editor and:

- 1) Begin by select a new material in the sample slot.
- 2) Under Basic Parameters, click the blank box next to Diffuse. The Material/Map Browser will pop bottom.
- 3) An open dialog box will automatically appear. Navigate to the jpeg you downloaded and open it.

box that has the path to your image under Bitmap parameters. To go back to your material, click the up arrow button on the toolbar.

Now open up the Material/Map browser/navigator and drag and drop the bitmap sample square thingie from the Editor into the Browser window.

This should do it...

Subject: Re: Material Editor
Posted by [maytridy](#) on Sat, 03 May 2003 23:59:55 GMT
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Thank you so much dude!
