
Subject: Texture problem

Posted by [ohmybad](#) on Sat, 21 Jun 2003 03:31:24 GMT

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Is possible to only on half of this cube have a texture cause i cant get it to work

Subject: Re: Texture problem

Posted by [Captkurt](#) on Sat, 21 Jun 2003 03:37:04 GMT

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ohmybadls possible to only on half of this cube have a texture cause i cant get it to work

Yes. it's been awhile and I don't have my gmaX up now, but I believe all you have to do is convert to "editable mesh" then try it.

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Posted by [SomeRhino](#) on Sat, 21 Jun 2003 03:43:18 GMT

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I don't recommend using a multi-material, causes fps problems. Detach the faces and apply a new material for the new mesh.

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Posted by [laeubi](#) on Sat, 21 Jun 2003 04:22:10 GMT

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Convert it to editable mesh (it looks like you laready did this)
then apply a texture to the whole object.
after that select the aprt that should have another texture, then goto materialeditor and apply another material.

(Thats no Multichannel by the way)

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Posted by [SomeRhino](#) on Sat, 21 Jun 2003 05:36:10 GMT

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That automaticallt creates a multi-material. It works, but the W3D engine doesn't like those.

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Posted by [Titan1x77](#) on Sat, 21 Jun 2003 05:59:02 GMT

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SomeRhinol don't recommend using a multi-material, causes fps problems. Detach the faces and apply a new material for the new mesh.

Use this method....and if you want you can even alpha blend the 2 materials together afterwards.

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Posted by [ohmybad](#) on Sat, 21 Jun 2003 13:01:19 GMT

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thanks
