
Subject: poor texture alignment on my maps
Posted by [mike9292](#) on Tue, 22 Jul 2003 15:16:24 GMT
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is their anyway to fix it

Subject: poor texture alignment on my maps
Posted by [pulverizer](#) on Tue, 22 Jul 2003 18:51:40 GMT
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ummm... what do you exactly mean? can you give a screenshot of your problem? or something?

Subject: poor texture alignment on my maps
Posted by [Captkurt](#) on Tue, 22 Jul 2003 20:58:37 GMT
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slayerummm... what do you exactly mean? can you give a screenshot of your problem? or something?

It's prob. you're gizmo, select the uvw Mapping + sign and you'll see "Gizmo" select that and then any thing you do with the other tools, rotate, increase in size, move, etc.. will only affect the texture.hope this helps.

I assume your in RenX when all this stuff you speak of is taken place..

Subject: poor texture alignment on my maps
Posted by [mike9292](#) on Tue, 22 Jul 2003 21:02:43 GMT
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heres a pic <http://n00bstories.com/image.fetch.php?id=1107100871> and im going to try the gizmo

Subject: poor texture alignment on my maps
Posted by [YSLMuffins](#) on Wed, 23 Jul 2003 00:16:36 GMT
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Is that all one mesh?

Subject: poor texture alignment on my maps
Posted by [mike9292](#) on Wed, 23 Jul 2003 00:43:52 GMT
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yeah i used SomeRhino's terrain tutorial

Subject: poor texture alignment on my maps
Posted by [SomeRhino](#) on Wed, 23 Jul 2003 02:03:05 GMT
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There isn't really an easy way to fix that in gMax, you would need to start mapping the polygons individually, which could take hours. Simple box mapping works generally with most textures, but that cliff one always makes edges very obvious.

Subject: poor texture alignment on my maps
Posted by [mike9292](#) on Wed, 23 Jul 2003 03:17:15 GMT
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so i should change the texture right?

Subject: poor texture alignment on my maps
Posted by [NeoSaber](#) on Wed, 23 Jul 2003 06:53:54 GMT
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I had the same problem with the mountains in the map I'm working on right now. To fix it I alpha blended the texture into itself.

Make a two pass material (set up for alpha blending), both passes have the same texture but each has a different UV map channel. For the base texture use whatever your UVW settings are for the mountain already. For the blended on texture use a plane setting that's turned to be flat against that mountain, or as flat as you can get it. Then anywhere you see a misaligned polygon, put some vertex paint around the edges of it. This should blend the edges out so you have a continuous texture. At the very least people won't see the edge unless they stare at it for ten minutes.

This was fairly easy to set up and I think it worked rather well in my map.

Subject: poor texture alignment on my maps
Posted by [Halo38](#) on Wed, 23 Jul 2003 19:09:58 GMT
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The gradient of that single poly is not as steep as the rest of your cliff, (less than 45 degrees to the normal) therefore the texture is being applied by a different side of your UVW map (the top side of the box i think)

If you still have your modifier stack click back to the editable/edit mesh modifier and make the slope of the poly greater than 45 degrees and it should fix it. If you have already compressed the stack you'll have to remove the UVW mapping (in the W3D Tools options) and re-apply it after correcting the problem.

Subject: poor texture alignment on my maps
Posted by [mike9292](#) on Wed, 23 Jul 2003 22:41:00 GMT
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thanks
