
Subject: Unwrap UVW Modifier
Posted by [Sanada78](#) on Wed, 23 Jul 2003 22:34:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm re-texturing some buildings I imported from the single player levels that I might use in a map. Since the W3D importer loses all the texture information I have to start from scratch. I'm viewing the buildings with the W3D viewer to what textures go where. I'm using the "UVW Map" and

"Unwrap UVW" modifier. I found that this modifier could alter the scale, position of the texture on polygons with ID's or all of them. I'm new the "Edit UVWs" screen and don't know how to rotate the UVW's without having to do it manually which may make it look uneven.

Subject: Unwrap UVW Modifier
Posted by [Dante](#) on Sat, 26 Jul 2003 05:14:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

it doesn't lose all the texture information...

click on the object, Press "M", click on "Get Renegade Material"

tada... there it is..

Subject: Unwrap UVW Modifier
Posted by [Sanada78](#) on Sat, 26 Jul 2003 16:52:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm confused, I select my object and press "M" but it doesn't do anything. I checked the user interface and I found it hotkeys to "gmax Material Editor" which I assume is "Renegade Material Editor" in RenX. There I found the "Get Renegade Material" button, when I press it, all it does is change the "Ambient" and "Diffuse" to the colours of the object which are like green, blue or whatever.

Subject: Unwrap UVW Modifier
Posted by [YSLMuffins](#) on Sat, 26 Jul 2003 18:53:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

It will be there when you re-export the .gmax scene.

Subject: Unwrap UVW Modifier
Posted by [Sanada78](#) on Sat, 26 Jul 2003 19:07:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm sorry if I'm just being stupid but I still can't get it to work. After applying the "Renegade Material", I exported it but it still looks the same in W3D format as it does in Gmax.

Subject: Unwrap UVW Modifier
Posted by [YSLMuffins](#) on Sat, 26 Jul 2003 19:25:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you "Get Renegade Material" then "Apply Material to Selection you will erase the texture.

Subject: Unwrap UVW Modifier
Posted by [SomeRhino](#) on Sat, 26 Jul 2003 20:51:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you find the texture that was used before and apply it to the mesh, then it should look the same as it does in-game, since it should still have the UVW coordinates mapped.

Subject: Unwrap UVW Modifier
Posted by [Dante](#) on Sat, 26 Jul 2003 21:13:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

what map is that, and i will try it out, and let you know exactly what you are doing wrong.

*remember, only WS maps, and authorized fan maps may be imported.

Subject: Unwrap UVW Modifier
Posted by [Sanada78](#) on Sat, 26 Jul 2003 22:13:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's from the Mix file "M01.mix" and the file is called "lvl_01_ext011.w3d".

Subject: Unwrap UVW Modifier
Posted by [Dante](#) on Sun, 27 Jul 2003 00:05:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

where did you get your w3dimporter?

im thinking that you may be using seagles, or maybe an older version

that is with importing the level you said, redoing the diffuse & ambient in gmax, then exporting as terrain (with the proxy for the interior still intact) then temp adding a preset in the terrain section of LE and making it, doing a bit of sunlight & ambient light editing, and computing vertex solve.

as you can see, it looks identical to the one in SP, just missing a door.

hope that helps, maybe update your w3d importer

<http://www.renevo.com/Downloads/W3DImporter.zip>

Subject: Unwrap UVW Modifier
Posted by [Dante](#) on Sun, 27 Jul 2003 00:30:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

there is that cabin you where trying to get

Subject: Unwrap UVW Modifier
Posted by [Sanada78](#) on Sun, 27 Jul 2003 00:44:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

I thought it might have been the W3D importer and yes, I'm using Seagle's importer. Before I loosed my files, I had a different importer that was much better as it could allow you to choose what you imported unlike the one I'm using. If you could post a link to where I could get it I'd be very grateful.

Edit: Oh sorry, I didn't see you alraedy put a link. I'd like to say thank you for your time and help. I'd also like to say thank you to everone else who tried to help.

Subject: Unwrap UVW Modifier
Posted by [YSLMuffins](#) on Sun, 27 Jul 2003 04:04:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nevermind.

Subject: Unwrap UVW Modifier
Posted by [Dante](#) on Sun, 27 Jul 2003 21:47:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

YSLMuffinsNevermind.

lol
