
Subject: something is amiss

Posted by --oo00o00oo-- on Wed, 03 Dec 2003 08:33:15 GMT

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im making a map as normal. i go to test some textures and to see if they would look nice. i take the same steps as i have done the last time i made a map. open up materail editor, check the box, pick a texture, hit display, then apply to object. now normally when i apply it the object turns to whitish grey to show i need to map it, but now when i hit apply to object nothing happens. i try to map it and still it just sits there as if i havent even applied a texture to it. whats up with this?

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Posted by [Jaspah](#) on Thu, 04 Dec 2003 01:04:12 GMT

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Try UV Mapping and see if anything comes up.

Subject: Re: something is amiss

Posted by [maytridy](#) on Thu, 04 Dec 2003 01:11:05 GMT

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--oo00o00oo--i try to map it and still it just sits there as if i havent even applied a texture to it.

I think he means that he tried UVW Mapping it, and it didn't work.

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Posted by [Aircraftkiller](#) on Thu, 04 Dec 2003 01:17:55 GMT

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This happened in a *.gmax file I was given for Renegade Alert from one of our staff members.

I could only solve it by exporting the model to *.W3D and importing it back into gMax itself.

This, of course, made it twice as hard to work with as the W3D import process makes every face into a polygon, but materials did work with it.

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Posted by --oo00o00oo-- on Thu, 04 Dec 2003 02:33:55 GMT

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ty much
