
Subject: Renegade material type, rock,metal,wood etc
Posted by [bighairybear](#) on Sat, 13 Mar 2004 15:12:51 GMT

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Setting the material type in the material editor doesnt seem top make any difference.
I can set an object to be grass, rock, concrete, wood, tiberium etc but. when i play the level it
always sounds and acts like metal.

I dont understand why it aint working.

Subject: Renegade material type, rock,metal,wood etc
Posted by [bigwig992](#) on Sat, 13 Mar 2004 15:18:34 GMT

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It's weird, I have that same problem. I can set it to whatever material type, and add in abunch of
alpha blending, but it always comes out like metal/completely one texture, that's why I always
send my .gmax files to other people and have them export it for me with me settings, and it comes
out perfectly.

Subject: Renegade material type, rock,metal,wood etc
Posted by [CnCsoldier08](#) on Sat, 13 Mar 2004 16:24:29 GMT

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well for alpha blending not working you need to check the V-Alpha box under W3D settings. I don't
know about the other problem.

Subject: Renegade material type, rock,metal,wood etc
Posted by [bigwig992](#) on Sat, 13 Mar 2004 17:07:16 GMT

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I'm not an idiot...it just doesn't export correctly.

Subject: Re: Renegade material type, rock,metal,wood etc
Posted by [Titan1x77](#) on Sat, 13 Mar 2004 19:43:28 GMT

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bighairybearSetting the material type in the material editor doesnt seem top make any difference.
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always sounds and acts like metal.

I dont understand why it aint working.

are you using heightfeild?...if so,it doesnt work.

Start playing around with ren-x...much better results once you get the hang of it.

Subject: Renegade material type, rock,metal,wood etc
Posted by [Aircraftkiller](#) on Sat, 13 Mar 2004 19:49:52 GMT
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He's not talking about heightfield, idiot. There is no material editor in heightfield terrain editing.

If you're having issues with materials sounding metal, regardless, you need to stop using the material navigator to apply textures.

Using the material navigator causes the light metal material to be used, regardless.

Subject: Renegade material type, rock,metal,wood etc
Posted by [Blazer](#) on Sun, 14 Mar 2004 09:39:59 GMT
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Whats the proper method to use then?

Subject: Renegade material type, rock,metal,wood etc
Posted by [Aircraftkiller](#) on Sun, 14 Mar 2004 10:07:14 GMT
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Material editor... Select the mesh, press M to bring it up, give the new material a name and substance. Apply it to the mesh, viola...

Subject: Renegade material type, rock,metal,wood etc
Posted by [Vitaminous](#) on Sun, 14 Mar 2004 16:50:27 GMT
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AircraftkillerMaterial editor... Select the mesh, press M to bring it up, give the new material a name and substance. Apply it to the mesh, viola...

Subject: Renegade material type, rock,metal,wood etc
Posted by [bighairybear](#) on Sun, 14 Mar 2004 22:04:57 GMT
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Im definately using the 'material editor' by pressing the M key. Thats in Gmax/RenX,

bigwig992 what was that you saying about exporting the level and getting some else to compile it? do you just send them the gmax file or send them w3d files?

Subject: Renegade material type, rock,metal,wood etc
Posted by [IRON FART](#) on Sun, 14 Mar 2004 22:13:35 GMT
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He sends the .gmax file to be exported.

Subject: Renegade material type, rock,metal,wood etc
Posted by [Oblivion165](#) on Mon, 15 Mar 2004 12:40:01 GMT
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So far what i noticed that the material types make like glass (Obviously) work like glass. but the main thing i find is, that when you set it as metal, it shows a bullet hole when shot when you set it to heavy metal, it doesnt. and the same with many other things.

Subject: Renegade material type, rock,metal,wood etc
Posted by [Madtone](#) on Mon, 15 Mar 2004 21:25:40 GMT
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Maybe because bullets can't penetrate heavy metal....

Hehehe!

Subject: Renegade material type, rock,metal,wood etc
Posted by [bighairybear](#) on Fri, 19 Mar 2004 19:18:29 GMT
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I not trying to blend textures. I know that you set a material type its supposed to act like the selected material as that want im trying to do.

I put gmax and renx on another computer and tried using that but i still get the same problem. I think it must be something wrong with my export settings.

When i export my basic terrain (as W3D) i have the following options checked.
Export transform(bones); Export Geometry; Damage Region=0;

Geometry options: Normal
Collision options: Physical, Projectile, Vehicle, Vis

Then i use the export with standard materials and choose renegade terrain.

Is this the right way to do it ?

Testfile> <http://myweb.tiscali.co.uk/bighairybear/testterrain.gmax>

Subject: Renegade material type, rock,metal,wood etc
Posted by [Aircraftkiller](#) on Fri, 19 Mar 2004 19:43:03 GMT

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That's your problem, you're exporting with standard materials. That's for Lightscape lightmap rendering export, not for anything else.

Try File > Export, instead.

Subject: Renegade material type, rock,metal,wood etc
Posted by [bighairybear](#) on Thu, 25 Mar 2004 12:34:29 GMT

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Thanks, it works now.
