Subject: A beginner modder's questions
Posted by Anonymous on Thu, 13 Feb 2003 13:27:00 GMT
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quote:Originally posted by Bladewarrior:I have started to try and texture my "frst map" and i have a couple of questions: -I have followed the tutorial correctly and have now ventured into making a plane and editing the vertexes to make hills etc.I am trying to get into the W3D utility to make sure that the collison modes are right for the box which is below the plane, but in the utilites it isn't there. Have i already selected the modes -Also are there any other tips you can give to me to help me in my future Thnk you for your patience and i am sorry for asking these questions that you probably find very simple. Im sure you all know what it feels like to be a beginner too, so please be kind and lend your expirence. Thank You.Do you Mean The 'W3D Tools' tab in Renx??