Subject: Can someone tell me.....
Posted by Anonymous on Mon, 11 Nov 2002 23:13:00 GMT
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quote: Hey, how do you make texture maps anyways? I usually just have like ten different textures for one object...Try not to use more than one texture per mesh. Greg explained that this takes a very heavy toll on the game engine, more so than anything else   .I am not sure how to make texture maps (cause i dont really know what you mean), but you might just have to detach the seperate polygons. quote:How to lock peices together?I mean in RenX if you take a plane and a box and intersect them, how can I lock them so they are like one object that when moved they both move... Just make the box an editable mesh, then use the "attach" button under edit mesh and click on the plane. Thats it.