Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Mon, 24 Jun 2002 13:37:00 GMT

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Muffin, you'd be better off with my technique (no offence Tax), because it allows you to texture something complex that is already built. (like a tree, or a tunnel or a bunker)And i've also had the same problem when i tried it your way, the mesh becomes white again, like it refuses to recognize the textures. But Tax, when you do it that way, does the Renegade material editor create subs for the textured mesh? [June 24, 2002, 13:38: Message edited by: zemekis]