Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Tue, 25 Jun 2002 00:19:00 GMT
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Hey peeps stop that right now!You CAN assign several textures to one mesh, it's real simple too.-First have you mesh ready, untextured. Select the faces you want to have textured in one particular texture-Go on the ---> Gmax material navitgator and select file system.-Find the textures you want, and DRAG it onto the selected faces. You can do this with up to 6 texures, just select the faces, and drag, it's real simple. You should see them as you put them on.-Don't put more than 6 textures on your mesh (renegade material editor won't take more...)-When you're done, close the navigator and select the entire mesh.-Go in the Renegade Material Editor, and click on "get renegade material", and you'll get the textures on you mesh, divided into "subs". From what i can tell there can only be 6 maximum of them. -Assign properties for each and

Select mesh, UVW again and so on.So basically, this allows you to have fully textured meshes, with nearly NO DETACHES involved.DETACHING is what i used to do all the time, but never again in such ways, it's a messy process.Zem