Subject: Some map help needed plz
Posted by Anonymous on Fri, 07 Jun 2002 07:26:00 GMT
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ok, to get the textures to show up in the gmax you'll need to put copies of the textures in the textures folder located in your gmax stuff, I'm not at home now, so I can't tell you exactly what the paths are, but it's the same directory area that you do you gmax from. I'll check back later and see if this helped you. maybe then I can walk you through it. good luck solder. quote:Originally posted by trakal:Okay I new here and this is my first post. I've been making a map using the buildings with ramps template and I have a couple of questions.1. When I used the above template the textures are missing in gmax but will appear when I export it to the commando editor. Is there any way of getting them to appear in gmax?2. I want to make a box with each side having different textures. Is there anyway of appling a texture to a single side of a box without having to make 5/6 planes.Thanx for your help