Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 16:10:00 GMT

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Hmm... same version... You are using RenX, and not Gmax, right?When you loaded the .gmax file, and selected the mesh, could you still see the different modifers? (UVW and Vertex Paint)Under W3D Tools, was VAlpha still checked off...Are you missing the Snow Texture?I am using the mp-hourglass folder for textures, and not the map template folder, as there are more textures in it.Make sure you have both textures in the path that is setup for RenX and the W3D Viewer.