
Subject: Re: 2 Questions about making maps
Posted by [danpaul88](#) on Thu, 21 Sep 2006 14:23:55 GMT
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-IC-sniper7 wrote on Thu, 21 September 2006 13:16And how do I get textures on my map. I'm doing something wrong because all i get now is a white terrain when i'm trying to add texture.

Press M in renX to get the materials editor open, and apply your textures. Then (with the mesh still selected) Go to Modifiers -> UVW Coordinates -> UVW Map. This will add a new item to the stack for your mesh, so on the right you can apply the options 'Box' and set height, width, length etc to something like 5 (been a while since I did this so play around with different values)
