
Subject: Material Coordinates after import of w3d
Posted by [rrutk](#) on Thu, 01 May 2008 13:56:13 GMT
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Material Coordinates after import of w3d

Why the material coordinates after importing a w3d file into renx are saved only sometimes?

Today i imported the mutant_lab from c&c_riverraidsTs - this worked without big problems. The textures are, where they should be.

But importing the beta advanced gdi comcenter doesnt work fine - many of the UVW mapping data (the places, where the textures should be) seems to be lost, the building needs retexturing

why it works only sometimes?

Is:

Should be:

File Attachments

1) [Mat.jpg](#), downloaded 545 times



2) [Mat2.jpg](#), downloaded 527 times

- MP_RVR_RAID.HOGCOLL+37
- MP_RVR_RAID.HOGCOLL+38
- MP_RVR_RAID.HOGCOLL+39
- MP_RVR_RAID.HOGCOLL+40
- MP_RVR_RAID.LVL-COLL
- MP_RVR_RAID.MGACC^001
- MP_RVR_RAID.MGACC^002
- MP_RVR_RAID.MGACC^003
- MP_RVR_RAID.MGACC^004
- MP_RVR_RAID.MGACC^005
- MP_RVR_RAID.MGACC^006
- MP_RVR_RAID.MGACC^007
- MP_RVR_RAID.MGACC^008
- MP_RVR_RAID.MGACC^009
- MP_RVR_RAID.MGACC^010
- MP_RVR_RAID.MGACC^011**
- MP_RVR_RAID.MGACC^012
- MP_RVR_RAID.MGACC^GL5
- MP_RVR_RAID.MGBAR^000
- MP_RVR_RAID.MGBAR^001
- MP_RVR_RAID.MGBAR^002
- MP_RVR_RAID.MGBAR^003
- MP_RVR_RAID.MGBAR^004
- MP_RVR_RAID.MGBAR^005
- MP_RVR_RAID.MGBAR^006
- MP_RVR_RAID.MGBAR^007
- MP_RVR_RAID.MGBAR^008
- MP_RVR_RAID.MGBAR^009

