Subject: Unwrap UVW Modifier
Posted by Dante on Sun, 27 Jul 2003 00:05:36 GMT

where did you get your w3dimporter?

im thinking that you may be using seagles, or maybe an older version

that is with importing the level you said, redoing the diffuse & ambient in gmax, then exporting as terrain (with the proxy for the interior still intact) then temp adding a preset in the terrain section of LE and making it, doing a bit of sunlight & ambient light editing, and computing vertex solve.

as you can see, it looks identical to the one in SP, just missing a door.

hope that helps, maybe update your w3d importer

http://www.renevo.com/Downloads/W3DImporter.zip