
Subject: Road texturing question.

Posted by [YazooGang](#) on Fri, 03 Jul 2009 22:39:41 GMT

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Hey, i'm modding C&C City and first i need to retexture the w3d in 3ds max. So i started doing that and i got stuck.

While i was texturing the road, i has to turn the texture. So, i didnt know how to because i'm not a texturer or anything like that.

Here is a pic of the situation.

sorry, screen resolution

File Attachments

1) [roadtexturesucks.JPG](#), downloaded 713 times



Material Editor - Standard_6

Material Navigation Options Utilities

The Material Editor window features a 4x6 grid of material preview spheres. Below the grid is a toolbar with icons for material operations. A dropdown menu shows 'Standard_6' and 'W3D'. The main settings area includes:

- Material Pass Count:** Current Pass Count: 1 (Change)
- Pass 1:**
 - Vertex Material | Shader | Textures
 - Stage 0 Texture
 - Map #56 (cc_road2.dds) (Display)
 - Clamp U | Clamp V | No LOD
 - Stage 1 Texture (Detail Texture)
 - None (Display)
 - Clamp U | Clamp V | No LOD

