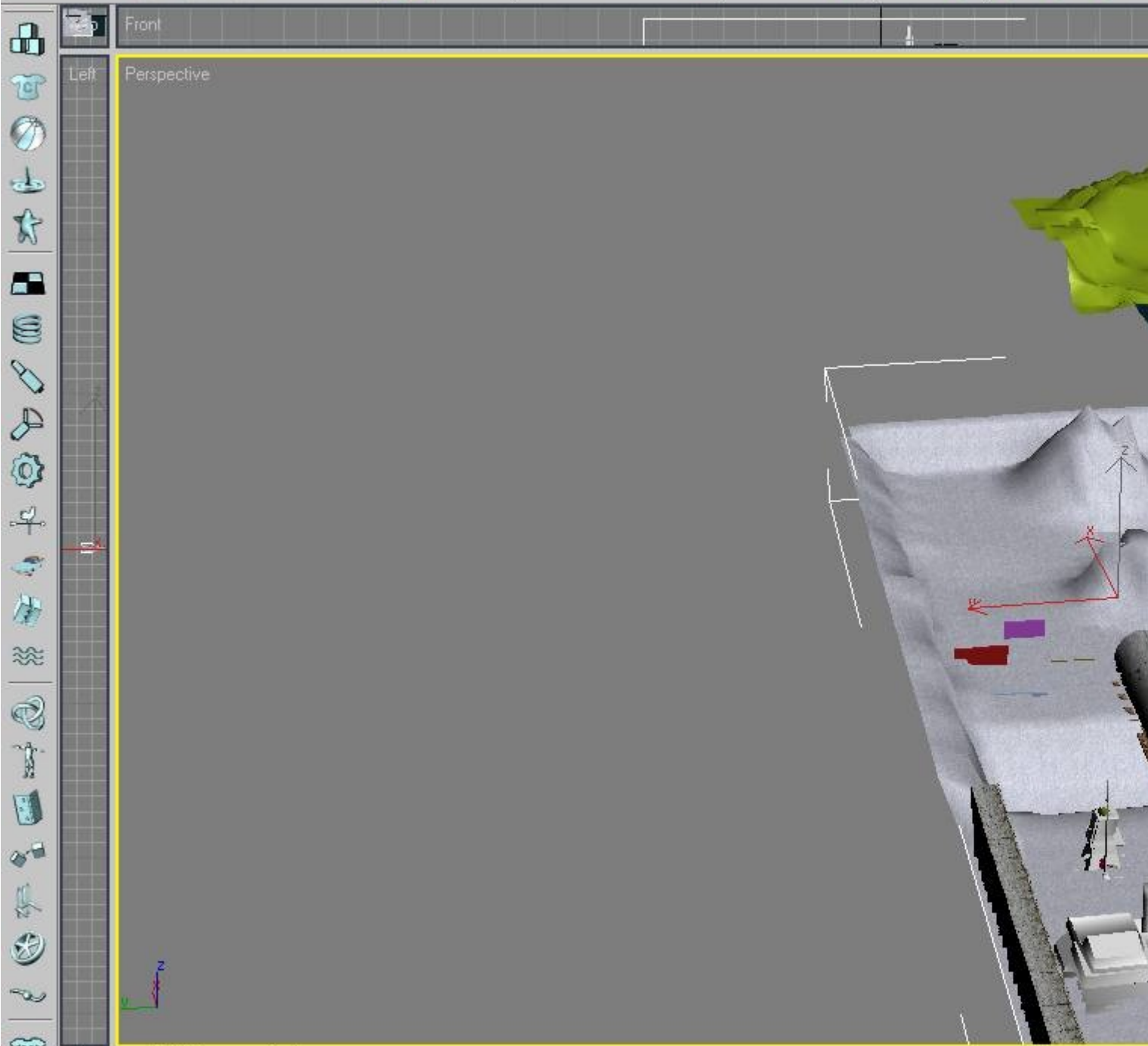Subject: Re: Need help with a map
Posted by Gen_Blacky on Mon, 28 Dec 2009 23:40:55 GMT
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#1 look at the image select compound.

#2 look at the test I made a while ago you can have like 10 textures if you wanted. It would be easier to make your terrain in parts and apply a different texture to each mesh also they would be able to have there own projectile settings.

File Attachments
1) 3passblendtest.zip, downloaded 81 times
2) 85539095756846363080.jpg, downloaded 100 times

File   Edit   Tools   Group   Views   Create   Modifiers   Character   reactor   Animation   Graph Editors   Rendering   Customize   MAXScript   Help

All   View

Front

Left   Perspective

0 / 100

5   10   15   20   25   30   35   40   45   50   55

1 Object Selected   X: 179,735   Y: 18

Click or click-and-drag to select objects

Start