Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by Blazea58 on Mon, 03 Oct 2011 01:45:27 GMT

Quote:When you set your UV channel, reflect that change in the RenX/Max 8 channels in your material editor. If you're working with RenX/Max 8, you'll find them when you press M and look at the vertex material. It's below the field that you enter any arguments for vertex mapping into. It should say "UV 1" by default. Change the spinner to 2, 3, 4, whatever your channels are.
 The only thing i don't understand is how i assign this UV 2 channel to my second pass material, i understand i can add another uvw , but it apparently isen't changing the actual uvw on either of the materials i have selected. Nevermind i understand now, seems easy and i guess i will add this effect to my cliffs, thanks for that