

---

Subject: just can't get the hang of texturing my map in G-max!!

Posted by [Titan1x77](#) on Mon, 17 Mar 2003 19:53:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

it never looks right!!!!

is there any other programs i can use to texture my map or is there any way to get my heightfeild terrain into(whats the terrain stored as in the .lvl or .lsd) RENX??

I want to be able to use vis and the poly's arent bad in heightfeild if you change the density level....i just want to be able to make my terrain look nice!!

When walking on different surface's i can't seem to get it to work right when blending in heightfield...any tips on that?

We'll off to RENX for more practice!!

---