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Subject: Texture Question..

Posted by [Anonymous](#) on Fri, 19 Apr 2002 11:35:00 GMT

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Okay... I've managed to make myself a little "test" terrain using gmax (and equaliser's tutorial --thanks) BUT my textures aren't showing up ? what am I doing wrong... they don't show in gmax ( I was expecting them to show like the rocks or the buildings in the template map) but they dont.. and even when I import it into the Commando level Editor...still no textures... Any help would be appreciated...thanks

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Subject: Texture Question..

Posted by [Anonymous](#) on Fri, 19 Apr 2002 11:42:00 GMT

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While in Gmax look along the top toolbar (not the text toolbar) and it will have 3 balls click on it and you will understand what to do,Plz note: Have the object you want to skin selected before opening it! Also you may have to click and hold and drag the bar along if your in 800X600 Screen resolution,Thanks,--Shaun--

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Subject: Texture Question..

Posted by [Anonymous](#) on Fri, 19 Apr 2002 11:49:00 GMT

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um ya..i did exactly that....? no go..

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Subject: Texture Question..

Posted by [Anonymous](#) on Fri, 19 Apr 2002 11:51:00 GMT

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Shaun->its possible to select other object while indows is open.Canuck>Well does the object then change its colorenw though theres no texture on it?

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Subject: Texture Question..

Posted by [Anonymous](#) on Fri, 19 Apr 2002 11:53:00 GMT

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Ya changes color...no texture though?actually it changes to the "basic" color of the texture, but thats it.. I even tried using the same texture as the rock in the template...nothing... but the rocks are textured?[ April 19, 2002: Message edited by: Crazy\_Canuck ]

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Subject: Texture Question..

Posted by [Anonymous](#) on Sat, 20 Apr 2002 00:17:00 GMT

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make sure that u have uvw co-ords on it and, make sure you click display under you're materials texture

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Subject: Texture Question..

Posted by [Anonymous](#) on Sat, 20 Apr 2002 00:23:00 GMT

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if it changexs color when you apply texture.never mind it..just export it.when importing into editor.the textures should be shown there.

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Subject: Texture Question..

Posted by [Anonymous](#) on Sat, 20 Apr 2002 00:27:00 GMT

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THats the prob... i tried that and still no textures in the editor either just the different "shades" of the texture i had selected ..P.s. whats a uvw coord? guess i missed somethin hehl wont give up lol

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Subject: Texture Question..

Posted by [Anonymous](#) on Sat, 20 Apr 2002 00:34:00 GMT

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you have to apply a uvw mapping modifier to faces of a mesh where you've added a texture

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Subject: Texture Question..

Posted by [Anonymous](#) on Sat, 20 Apr 2002 00:39:00 GMT

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Darskscorn ... a million thanks.... it works now thank you

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