
Subject: mammuthtank in max 5
Posted by [Goltergaul](#) on Thu, 17 Jun 2004 19:30:00 GMT
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hi i have imported the gdi mammy to 3dsmax but how to get the texture work? its alway wired :/
(no mapping coords?)

(i exported from renx to 3ds and imported that in max)

please help thanx

Subject: mammuthtank in max 5
Posted by [bigjoe14](#) on Fri, 18 Jun 2004 00:11:41 GMT
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It's a Mammoth Tank, not a mammuthtank.

Subject: mammuthtank in max 5
Posted by [Goltergaul](#) on Fri, 18 Jun 2004 12:13:10 GMT
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yes big mistake but what about the texture? can somebody help me or does somebody has the max version?

would be too cool

Subject: mammuthtank in max 5
Posted by [Sir Phoenixx](#) on Fri, 18 Jun 2004 13:21:23 GMT
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Scroll the top tool bar all the way over, select the material editor (4 balls), in this window scroll down, click on the 'maps' bar to expand it, then click the 'none' button next to 'Diffuse Color', then select 'bitmap', then find one of the texture maps you made for the model, select it, and click the blue/white checkered box, "show map in viewport" button, then click and drag the sphere with the texture on it to the correct object. If the object is white, or the texture appears over it all messed up, then the uvw mapping wasn't saved when you exported/converted it to .3ds.

To load more textures, select the next sphere and do the same thing.

Subject: mammuthtank in max 5
Posted by [Goltergaul](#) on Sun, 20 Jun 2004 18:38:31 GMT
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ok it works now. thanks a lot
