**Subject: Some map help needed plz**
Posted by Anonymous on Fri, 07 Jun 2002 05:33:00 GMT
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Okay I new here and this is my first post.  I've been making a map using the buildings with ramps template and I have a couple of questions.1.  When I used the above template the textures are missing in gmax but will appear when I export it to the commando editor.  Is there any way of getting them to appear in gmax?2.  I want to make a box with each side having different textures. Is there anyway of appling a texture to a single side of a box without having to make 5/6 planes.Thanx for your help

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**Subject: Some map help needed plz**
Posted by Anonymous on Fri, 07 Jun 2002 06:15:00 GMT
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Sorry forgot a pic of the map.  Here the linkhttp://www.geocities.com/renegade_trakal/current_map.html

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**Subject: Some map help needed plz**
Posted by Anonymous on Fri, 07 Jun 2002 07:16:00 GMT
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1. the air buildings have vis/phys blockers on it - so it hides the textures.  so dont mess with them.You could add a UVW map - and assign textures - but why would you want to do that?2 - go here http://pages.infinit.net/laurigna/tutorial/TEXTURE.htmand herehttp://airspace.uhk.cz/mlk/msfs/tutorials/gmax/part1/gmax_texturing_01.htmland herehttp://www.google.com/search?q=gmax&hl=en&lr=&start=0&sa=Nhope this helps     [ June 07, 2002, 07:17: Message edited by: StoneRook ]

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**Subject: Some map help needed plz**
Posted by Anonymous on Fri, 07 Jun 2002 07:26:00 GMT
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ok, to get the textures to show up in the gmax you'll need to put copies of the textures in the textures folder located in your gmax stuff, I'm not at home now, so I can't tell you exactly what the paths are, but it's the same directory area that you do you gmax from. I'll check back later and see if this helped you. maybe then I can walk you through it. good luck solder. quote:Originally posted by trakal:Okay I new here and this is my first post.  I've been making a map using the buildings with ramps template and I have a couple of questions.1.  When I used the above template the textures are missing in gmax but will appear when I export it to the commando editor.  Is there any way of getting them to appear in gmax?2.  I want to make a box with each side having different textures.  Is there anyway of appling a texture to a single side of a box without having to make 5/6 planes.Thanx for your help

**Subject: Some map help needed plz**
Posted by Anonymous on Fri, 07 Jun 2002 09:23:00 GMT
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Thanx for answering my 2nd texture problem. The first one should be all I need I think but most of the pics won't show instead I get that red x in the square and show picture isn't appearing on the right click menu. As for the texture not showing in gmax I placed all my textures in C:\gmax\gamepacks\Westwood\RenX\texturesand the terrain inC:\gmax\gamepacks\Westwood\RenX\Scenes

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**Subject: Some map help needed plz**
Posted by Anonymous on Fri, 07 Jun 2002 13:52:00 GMT
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bump

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**Subject: Some map help needed plz**
Posted by Anonymous on Sat, 08 Jun 2002 08:42:00 GMT
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Come on someone must be able to help me

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