Subject: Texturing Help
Posted by Anonymous on Fri, 04 Oct 2002 14:24:00 GMT

I am trying to texture the terrain in my map but when I hit "M" to open the editor nothing happens. And the checkerboard button for it does not apper to be there. [October 04, 2002, 15:40: Message edited by: Sealdude]

Subject: Texturing Help
Posted by Anonymous on Fri, 04 Oct 2002 17:17:00 GMT

Try to un-maximize or restore the RenX window and move it around. I know that sometimes the material window gets thrown behind. Something wierd with the Always on Top stuff.

Subject: Texturing Help
Posted by Anonymous on Fri, 04 Oct 2002 18:40:00 GMT

Not working anything else?

Subject: Texturing Help
Posted by Anonymous on Fri, 04 Oct 2002 19:22:00 GMT

Hmm... Maybe your installation isn't functioning as it should?! I'm not sure how to fix it. Try running gmax by itself and opening the material editor.

Subject: Texturing Help
Posted by Anonymous on Fri, 04 Oct 2002 21:22:00 GMT

Seems to work in gmax. Should I just use that to texture?

Subject: Texturing Help
Posted by Anonymous on Fri, 04 Oct 2002 22:13:00 GMT

No it won't work. :-/ I'm not sure what the problem is. Do your other tools operate fine?I recommend reinstalling.

Subject: Texturing Help
Posted by Anonymous on Fri, 04 Oct 2002 23:00:00 GMT
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It is funny that so many people get this problem. Me? I have never had that happen to me. Every time we run through many suggestions and it does not work. I suggest that next person has this happen, record every thing you do to lead up to this problem.

Subject: Texturing Help
Posted by Anonymous on Sat, 05 Oct 2002 02:46:00 GMT
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ok, so get your thing that ya wanna texture, change in into an editable mesh, select uvw mapping thing and then press M, if it still dont work, try to set the W3D options then try. [October 05, 2002, 02:47: Message edited by: flashcar1]