Subject: Ingrownflip I once again need your help
Posted by Anonymous on Sun, 06 Oct 2002 18:24:00 GMT
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I am following the cnc level tut. When i get to the texturing part I do all the steps. Select that paintbrush. Click and nothing. What do I have to do to get some textures on the map? Thanks.

Subject: Ingrownflip I once again need your help
Posted by Anonymous on Sun, 06 Oct 2002 18:33:00 GMT
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Ok, there is a bunch of things that might be a problem.You've: Selected and applied a material to your mesh. Assuming the material is two pass. You can apply the paint vertex modifier. And then once you've applied the paint vertex modifier you may need to select the option "Vert Color" or "Shaded"Before I finish, are you just having problems seeing the applied texture or blending?

Subject: Ingrownflip I once again need your help
Posted by Anonymous on Sun, 06 Oct 2002 18:36:00 GMT
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I think I see where your problem may be.Once you create the material, you need to hit the button that looks like a blue-circle to box. And the hand in the picture talking about the Boundary Box material points to the same button.

Subject: Ingrownflip I once again need your help
Posted by Anonymous on Mon, 07 Oct 2002 16:25:00 GMT
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I did the thing with the blue sphere and box and the terrain turned gray. Now what? When I click nothing happens still?

Subject: Ingrownflip I once again need your help
Posted by Anonymous on Mon, 07 Oct 2002 17:23:00 GMT
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You may need the display box selected. And you probably need a UVW modifer to make it display correctly.