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Subject: Another texture problem, yay!  
Posted by [Naamloos](#) on Tue, 15 Mar 2005 15:13:06 GMT  
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The "main" terrain and cliffs are attached. All textures look fine in renX but inside W3D viewer they look like that.

They both have 2 passes but the cliff only has 1 used one, the other pass it has is un used (box unchecked and no texture attached).

I had no choise, i had to do this or i else it would look like shit (yes even worse than it already goes).

Need help

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Subject: Another texture problem, yay!  
Posted by [SuperMidget](#) on Tue, 15 Mar 2005 15:24:25 GMT  
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(Looks Great)

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Subject: Another texture problem, yay!  
Posted by [YSLMuffins](#) on Wed, 16 Mar 2005 02:58:05 GMT  
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I honestly don't see what's wrong...

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Subject: Another texture problem, yay!  
Posted by [Major Mike](#) on Wed, 16 Mar 2005 03:46:53 GMT  
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This problem looks fun! The problem is the cliff wall that is next to the water. If this picture is from command, are you sure you have the texture you selected in your mod folder? If it's from W3D Viewer, then make sure your texture is in the folder that is set as the texture location.

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Subject: Another texture problem, yay!  
Posted by [Oblivion165](#) on Wed, 16 Mar 2005 03:53:05 GMT  
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Major Mike This problem looks fun! The problem is the cliff wall that is next to the water. Are you

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sure you have the texture you selected in your mod folder?

Well if that was the case then it would be the westwood texture.

im guessing:

its not set to display/assigned to the mesh.  
That it wasnt set to UVW Mapped.

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Subject: Another texture problem, yay!  
Posted by [Major Mike](#) on Wed, 16 Mar 2005 03:55:49 GMT  
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I haven't opened the map editor in a few months, so I'm going by memory. \*Blows dust off of RenX

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Subject: Another texture problem, yay!  
Posted by [Naamloos](#) on Wed, 16 Mar 2005 11:31:56 GMT  
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Oblivion165im guessing:

its not set to display/assigned to the mesh.  
That it wasnt set to UVW Mapped.

Did both before attaching the 2. I can't redo that anymore now since pressing M only brings up the textures of the main terrain... I think they got deleted from the mesh

Anyone got beter idea's before i start redoing it?

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Subject: Another texture problem, yay!  
Posted by [danpaul88](#) on Wed, 16 Mar 2005 20:10:43 GMT  
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detach the problem polys and retexture them...

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Subject: Another texture problem, yay!  
Posted by [Naamloos](#) on Wed, 16 Mar 2005 20:40:15 GMT  
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I think i know how to fix it, i'll use something i used to make my first interior, something i finished

only 5 minutes ago!

Here some screens of that btw:

<http://www.n00bstories.com/image.view.php?id=1103504738>

<http://www.n00bstories.com/image.view.php?id=1332262960>

Yes yes, my first real try to make an interior... :oops:

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Subject: Another texture problem, yay!

Posted by [visorneon](#) on Thu, 17 Mar 2005 18:06:52 GMT

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it doesnt look bad to me

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Subject: Another texture problem, yay!

Posted by [Naamloos](#) on Thu, 17 Mar 2005 22:49:34 GMT

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\*fixed\*

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