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Subject: Can someone tell me.....

Posted by [Anonymous](#) on Mon, 11 Nov 2002 19:00:00 GMT

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How to lock peices together?I mean in RenX if you take a plane and a box and intersect them, how can I lock them so they are like one object that when moved they both move...

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Subject: Can someone tell me.....

Posted by [Anonymous](#) on Mon, 11 Nov 2002 19:11:00 GMT

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Also, is there a function in renx that can list all the textures used in the map?

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Subject: Can someone tell me.....

Posted by [Anonymous](#) on Mon, 11 Nov 2002 19:20:00 GMT

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You can connect them or link them. Connecting them is like \_\_\_ linking them is like \_&\_. Ok get it.  
[ November 11, 2002, 19:20: Message edited by: CyborgDC ]

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Subject: Can someone tell me.....

Posted by [Anonymous](#) on Mon, 11 Nov 2002 19:24:00 GMT

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quote:Originally posted by DeafWasp:Also, is there a function in renx that can list all the textures used in the map?There is one it is called Material Navigator. It is in the far right on the screen. If you have low res. You won't be able to see it, so move MainToolbar left and you will see it, the icon is three spheres; yellow, red, blue.

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Subject: Can someone tell me.....

Posted by [Anonymous](#) on Mon, 11 Nov 2002 19:24:00 GMT

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wtf?

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Subject: Can someone tell me.....

Posted by [Anonymous](#) on Mon, 11 Nov 2002 19:25:00 GMT

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quote:Originally posted by DeafWasp:How to lock peices together?I mean in RenX if you take a

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plane and a box and intersect them, how can I lock them so they are like one object that when moved they both move...Click the plane then go to Group and select attach then click on the box, and then your plane is attached to your box, Simple.

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Subject: Can someone tell me.....  
Posted by [Anonymous](#) on Mon, 11 Nov 2002 19:26:00 GMT  
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quote:Originally posted by DeafWasp:wtf?Use the connect. Its in the compound objects pull-down menu.

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Subject: Can someone tell me.....  
Posted by [Anonymous](#) on Mon, 11 Nov 2002 19:41:00 GMT  
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Hey, how do you make texture maps anyways? I usually just have like ten different textures for one object...

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Subject: Can someone tell me.....  
Posted by [Anonymous](#) on Mon, 11 Nov 2002 23:13:00 GMT  
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quote: Hey, how do you make texture maps anyways? I usually just have like ten different textures for one object...Try not to use more than one texture per mesh. Greg explained that this takes a very heavy toll on the game engine, more so than anything else .I am not sure how to make texture maps (cause i dont really know what you mean), but you might just have to detach the seperate polygons. quote:How to lock peices together?I mean in RenX if you take a plane and a box and intersect them, how can I lock them so they are like one object that when moved they both move... Just make the box an editable mesh, then use the "attach" button under edit mesh and click on the plane. Thats it.

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Subject: Can someone tell me.....  
Posted by [Anonymous](#) on Tue, 12 Nov 2002 08:47:00 GMT  
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quote:Originally posted by SkeDaR: quote:Originally posted by DeafWasp:How to lock peices together?I mean in RenX if you take a plane and a box and intersect them, how can I lock them so they are like one object that when moved they both move...Click the plane then go to Group and select attach then click on the box, and then your plane is attached to your box, Simple.werkd

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Subject: Can someone tell me.....

Posted by [Anonymous](#) on Tue, 12 Nov 2002 09:11:00 GMT

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why not use attach or group both work fine for moving objects but if you want to be able to separate them later for texturing purpose or for modeling then use group its simpler

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