
Subject: Gmax (Need bit of Help)

Posted by [Anonymous](#) on Sun, 26 Jan 2003 11:34:00 GMT

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Where can I disable Backface Culling in Gmax? And What is the UVW mapper? I have been Trying to texture my models and it wont work. Someone said that I might be using a UVW Modifier. [January 26, 2003, 11:47: Message edited by: Griever89]

Subject: Gmax (Need bit of Help)

Posted by [Anonymous](#) on Sun, 26 Jan 2003 13:25:00 GMT

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quote:Originally posted by SomeRhino:Why would you want to remove backface culling?Can u just tell me how?

Subject: Gmax (Need bit of Help)

Posted by [Anonymous](#) on Sun, 26 Jan 2003 13:27:00 GMT

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quote:Originally posted by StoneRook:this will help with your texturing<http://airspace.uhk.cz/mlk/msfs/tutorials/gmax/> you will need a uvw modifier to see and adjust the texture in renx.This is not what I asked for. Gmax is not Showing my Textures. It says that I have applied them, but they do not show up.

Subject: Gmax (Need bit of Help)

Posted by [Anonymous](#) on Sun, 26 Jan 2003 13:31:00 GMT

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I believe this person is refering to what i posted before. He had problems with texturing and the textures no appearing. I said if your using a mesh it might be upside-down and you could tell by disabling backface cull then you'd have to flip it over if it worked. I also suggested to use a UVW map so that the texture isn't stretched over the whole mesh. The first thing i said was about the display and assign material to object buttons.

Subject: Gmax (Need bit of Help)

Posted by [Anonymous](#) on Sun, 26 Jan 2003 14:03:00 GMT

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or if you used the material editor to apply them... you didn't click on display..

Subject: Gmax (Need bit of Help)
Posted by [Anonymous](#) on Sun, 26 Jan 2003 21:58:00 GMT
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To disable "Backface Cull" you'll need to select your object and right click. Then go to it's properties and check the box.

Subject: Gmax (Need bit of Help)
Posted by [Anonymous](#) on Mon, 27 Jan 2003 00:08:00 GMT
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this will help with your texturing<http://airspace.uhk.cz/mlk/msfs/tutorials/gmax/> you will need a uvw modifier to see and adjust the texture in renx.

Subject: Gmax (Need bit of Help)
Posted by [Anonymous](#) on Mon, 27 Jan 2003 00:26:00 GMT
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Why would you want to remove backface culling?

Subject: Gmax (Need bit of Help)
Posted by [Anonymous](#) on Mon, 27 Jan 2003 19:20:00 GMT
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quote:Originally posted by General Havoc:I believe this person is refering to what i posted before. He had problems with texturing and the textures no appearing. I said if your using a mesh it might be upside-down and you could tell by disabling backface cull then you'd have to flip it over if it worked. I also suggested to use a UVW map so that the texture isn't stretched over the whole mesh. The first thing i said was about the display and assign material to object buttons.To Dante: I might not have hit "Display" But Im Not Sure. I'll Check.To General Havoc: I know that the meshes are NOT upside because I have Backface Cull On and The Meshes Show up so... [January 28, 2003, 07:17: Message edited by: Griever89]

Subject: Gmax (Need bit of Help)
Posted by [Anonymous](#) on Tue, 28 Jan 2003 07:27:00 GMT
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I tried your suggestions and one thing changed. The Textures of the buildings show up perfectly in Commando but not in RenX. The Textures for the rest of the Meshes appear broken and incomplete, plus they Shimmer.

Subject: Gmax (Need bit of Help)
Posted by [Anonymous](#) on Tue, 28 Jan 2003 23:18:00 GMT
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quote:Originally posted by Griever89:I tried your suggestions and one thing changed. The Textures of the buildings show up perfectly in Commando but not in RenX. The Textures for the rest of the Meshes appear broken and incomplete, plus they Shimmer.Here are some screenshots of the Distortions. Distortion 1 Distortion 2 Distortion 3

Subject: Gmax (Need bit of Help)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 05:52:00 GMT
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You need to add UVW mapping to those meshes...

Subject: Gmax (Need bit of Help)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 09:51:00 GMT
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Where can I find a Tutorial on UVW mapping?

Subject: Gmax (Need bit of Help)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 09:53:00 GMT
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quote:Originally posted by Griever89:Where can I find a Tutorial on UVW mapping?Here Gmax Texturing it's for Gmax - but you can use it in RenX.it shows you how to use the UVW mapping...(i posted this above? did you try it?) [January 29, 2003, 09:56: Message edited by: StoneRook]

Subject: Gmax (Need bit of Help)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 11:05:00 GMT
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quote:Originally posted by Dante:or if you used the material editor to apply them... you didn't click on display..Listern to Dante, on the material editor you need to click display after putting in your texture (which is the box next to the textures file name).

Subject: Gmax (Need bit of Help)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 12:30:00 GMT
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Your UV mapping is all wrong. Try and pick a map type that matches the shape of the object.
