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Subject: Material Coordinates after import of w3d  
Posted by [rrutk](#) on Thu, 01 May 2008 13:56:13 GMT  
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Material Coordinates after import of w3d

Why the material coordinates after importing a w3d file into renx are saved only sometimes?

Today i imported the mutant\_lab from c&c\_riverraidTs - this worked without big problems. The textures are, where they should be.

But importing the beta advanced gdi comcenter doesnt work fine - many of the UVW mapping data (the places, where the textures should be) seems to be lost, the building needs retexturing

why it works only sometimes?

Is:

Should be:

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## File Attachments

1) [Mat.jpg](#), downloaded 769 times



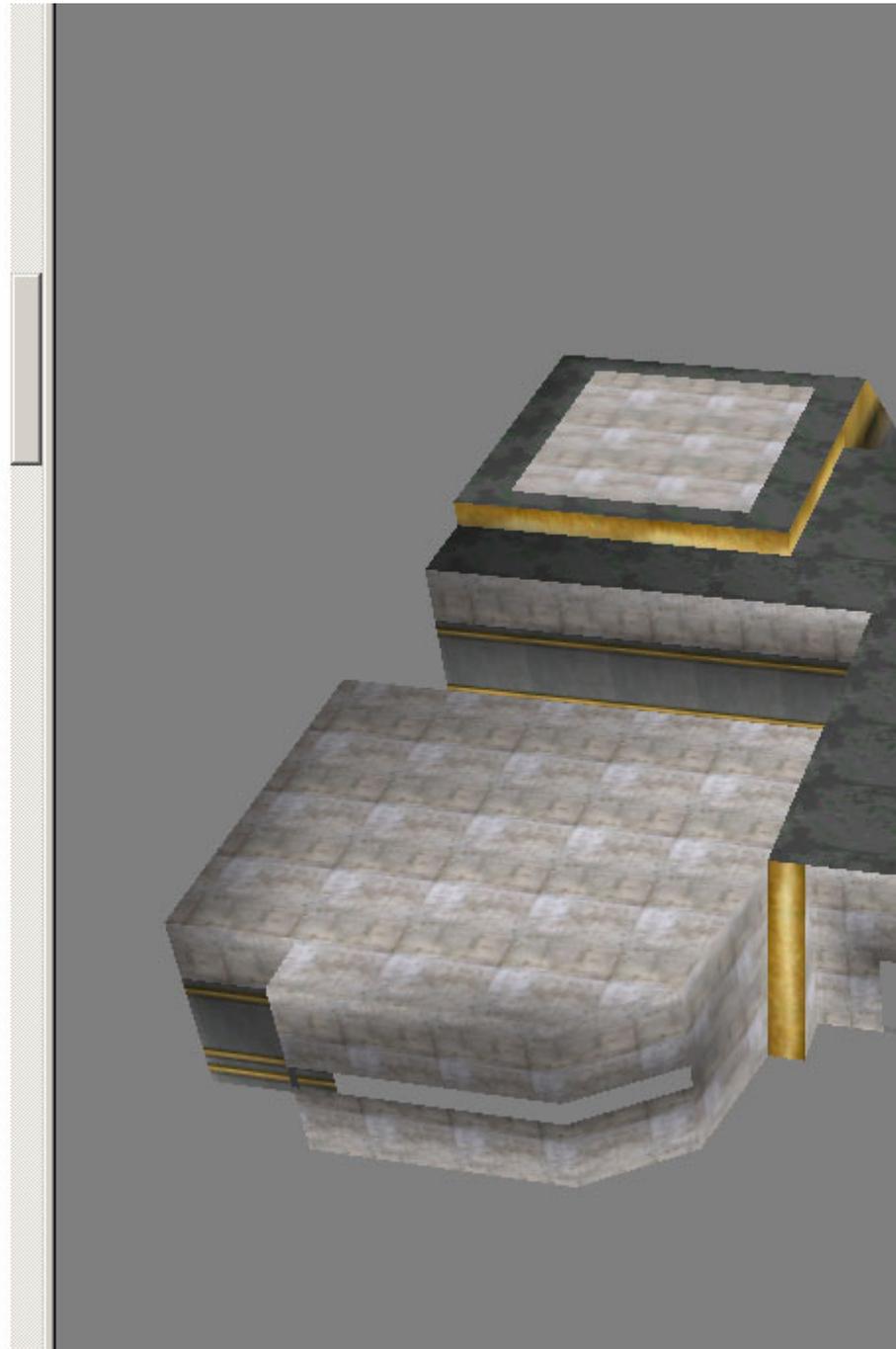
2) [Mat2.jpg](#), downloaded 761 times

-  MP\_RVR\_RAID.HOGCOLL+37
  -  MP\_RVR\_RAID.HOGCOLL+38
  -  MP\_RVR\_RAID.HOGCOLL+39
  -  MP\_RVR\_RAID.HOGCOLL+40
  -  MP\_RVR\_RAID.LVL-COLL
  -  MP\_RVR\_RAID.MGACC^001
  -  MP\_RVR\_RAID.MGACC^002
  -  MP\_RVR\_RAID.MGACC^003
  -  MP\_RVR\_RAID.MGACC^004
  -  MP\_RVR\_RAID.MGACC^005
  -  MP\_RVR\_RAID.MGACC^006
  -  MP\_RVR\_RAID.MGACC^007
  -  MP\_RVR\_RAID.MGACC^008
  -  MP\_RVR\_RAID.MGACC^009
  -  MP\_RVR\_RAID.MGACC^010
  -  MP\_RVR\_RAID.MGACC^011
  -  MP\_RVR\_RAID.MGACC^012
  -  MP\_RVR\_RAID.MGACC^GL5
  -  MP\_RVR\_RAID.MGBAR^000
  -  MP\_RVR\_RAID.MGBAR^001
  -  MP\_RVR\_RAID.MGBAR^002
  -  MP\_RVR\_RAID.MGBAR^003
  -  MP\_RVR\_RAID.MGBAR^004
  -  MP\_RVR\_RAID.MGBAR^005
  -  MP\_RVR\_RAID.MGBAR^006
  -  MP\_RVR\_RAID.MGBAR^007
  -  MP\_RVR\_RAID.MGBAR^008
  -  MP\_RVR\_RAID.MGBAR^009
- Object controls** ✖





-  MP\_RVR\_RAID.MGWEP^000
  -  MP\_RVR\_RAID.MGWEP^001
  -  MP\_RVR\_RAID.MGWEP^002
  -  MP\_RVR\_RAID.MGWEP^003
  -  MP\_RVR\_RAID.MGWEP^004
  -  MP\_RVR\_RAID.MGWEP^005




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Subject: Re: Material Coordinates after import of w3d  
 Posted by [cnc95fan](#) on Thu, 01 May 2008 17:52:15 GMT  
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That happens because some meshes have multiple textures on them. You will have to start from scratch and do them again :V

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Subject: Re: Material Coordinates after import of w3d  
Posted by [rrutk](#) on Thu, 01 May 2008 20:08:41 GMT  
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The mutant\_lab also has multiple textures on its meshes, but this worked fine.

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