
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:

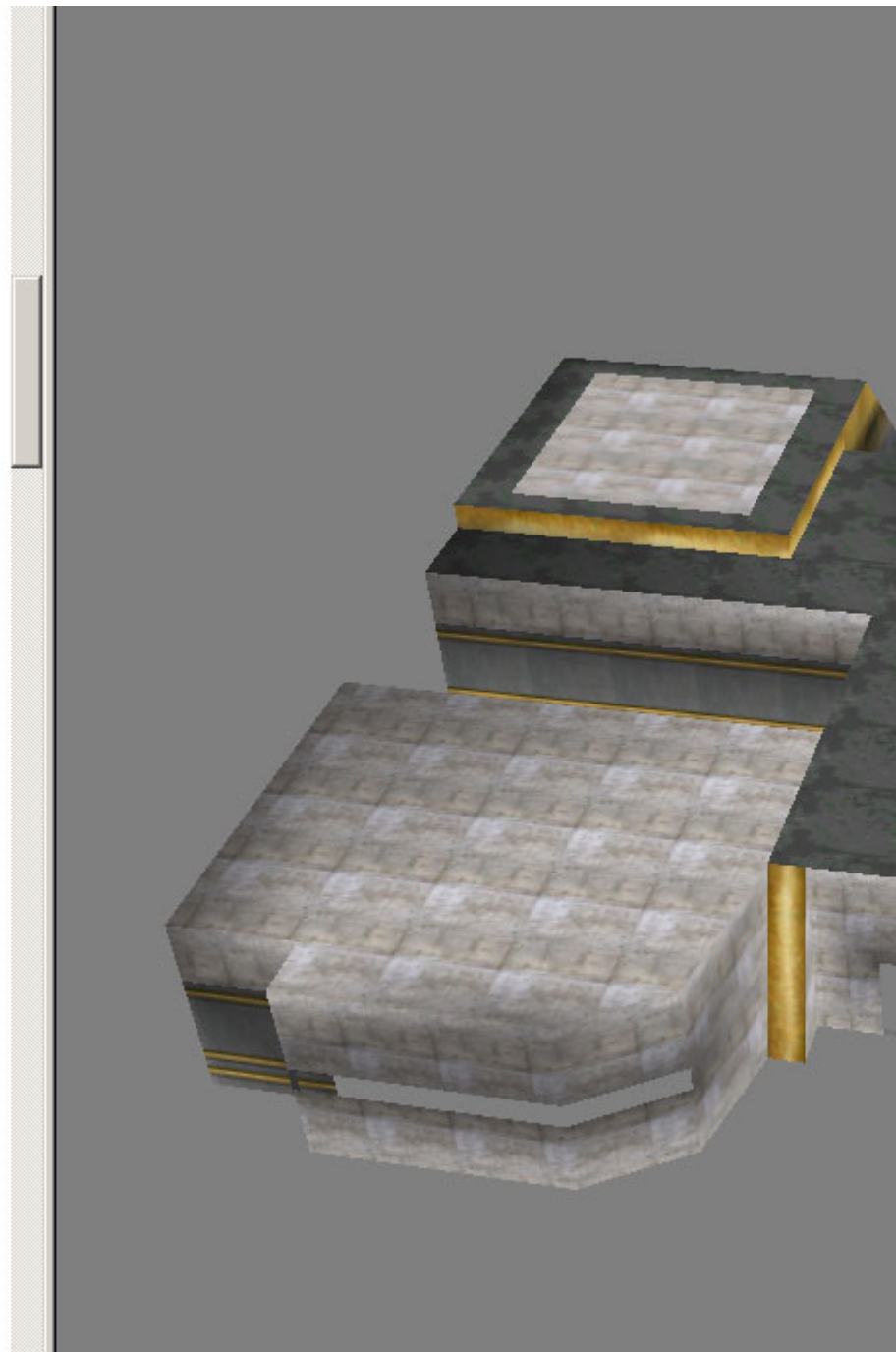
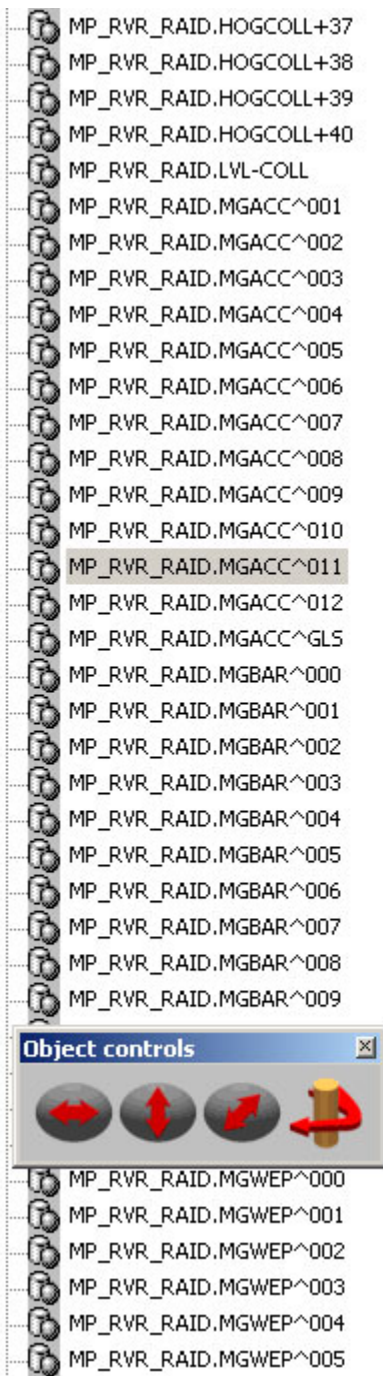
Should be:

File Attachments

1) [Mat.jpg](#), downloaded 497 times



2) [Mat2.jpg](#), downloaded 481 times



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 happenes because some meshes have multiple textures on them. You will have to start from scratch and do them again :V

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.
