
Subject: How to make models reflective in RenX?
Posted by [Di3HardNL](#) on Fri, 25 Jul 2008 16:56:31 GMT
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I had a tutorial how to make objects reflective in RenX but i lost it. I need to know the settings you will have to put in the Material menu.

When you are in the Material menu I need to know the settings for the shaders Tab, and Vertex material
Thanks in advance

Subject: Re: How to make models reflective in RenX?
Posted by [Blazea58](#) on Sat, 26 Jul 2008 02:12:59 GMT
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There is a few ways to make something reflective that i know of, and all create a different effect.

The easiest way to make something reflective without adding more then one texture is to set the stage 0 mapping to "edge" and that will give off a basic reflect.

Another basic way is to just apply your texture and in stage 0 put it to Environment or WS Environment which would be useful for a layer behind a transparent one.

The best way is to just follow the Renhelp bump map water tutorial, which you can use for other things that you want to have reflect. If your just going for reflect, set it up like the water and replace your bump map with the same texture as the first pass, and then set your own reflect texture in and it should do the trick.

Subject: Re: How to make models reflective in RenX?
Posted by [Veyrdite](#) on Sat, 26 Jul 2008 07:54:13 GMT
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Check the documentation in the Renegade Public tools directory for the Mapping types (WS environment etc).

Note that the W3D engine can't handle reflection of what is around t, only a preset reflection texture.

Subject: Re: How to make models reflective in RenX?
Posted by [Di3HardNL](#) on Sat, 26 Jul 2008 11:24:10 GMT
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Oh yeah of course, the water reflection tutorial is good. I know how to do it now, thanks

Subject: Re: How to make models reflective in RenX?
Posted by [mr£Ä\\$Ä-z](#) on Sun, 27 Jul 2008 15:27:28 GMT
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Di3HardNL wrote on Sat, 26 July 2008 06:24Oh yeah of course, the water reflection tutorial is good. I know how to do it now, thanks
ermmm no it always crash my 3D's Max
