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Subject: RenX texture

Posted by [Vibrostranger](#) on Sun, 03 May 2009 03:03:54 GMT

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Ok, im making a city right now, planning to use City flying and replacing the black buildings in the background with fully loaded working buildings... starting out with 1 building atm..

I need to know if theres a way to Create a room and add an interior wall texture aswell as a exterior texture... ive been creating 2 boxes and using boolean, but it takes too much time to do this...

ALSO..

Is there a way to change the texture to a portion of the ground?

EX: you have a 100x100 plane thats mud and want to change a 20x20 part of the plane to grass? (without deleting and creating a new 20x20 plane to insert in its place..

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Subject: Re: RenX texture

Posted by [ErroR](#) on Sun, 03 May 2009 09:03:23 GMT

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i think you can, selecting convert to editable mesh > polygon > and select the wall, then press M , press new renegade material (a checker textured box and mouse pointer) The problem is, the buildings are not really needed since there in the background, they will consume pollygons and lag

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Subject: Re: RenX texture

Posted by [LR01](#) on Sun, 03 May 2009 09:29:48 GMT

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You can also detach that part.

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