
Subject: Road texturing question.

Posted by [YazooGang](#) on Fri, 03 Jul 2009 22:39:41 GMT

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Hey, i'm modding C&C City and first i need to retexture the w3d in 3ds max. So i started doing that and i got stuck.

While i was texturing the road, i has to turn the texture. So, i didnt know how to because i'm not a texturer or anything like that.

Here is a pic of the situation.

sorry, screen resolution

File Attachments

1) [roadtexturesucks.JPG](#), downloaded 710 times



Material Editor - Standard_6

Material Navigation Options Utilities

Standard_6 W3D

Material Pass Count

Current Pass Count: 1 Change

Pass 1

Vertex Material Shader Textures

Stage 0 Texture

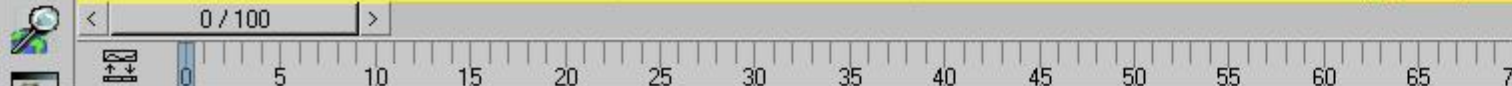
Map #56 (cc_road2.dds) Display

Clamp U Clamp V No LOD

Stage 1 Texture (Detail Texture)

None Display

Clamp U Clamp V No LOD

The Material Editor window displays a grid of material preview spheres. Below the grid, there are tabs for 'Vertex Material', 'Shader', and 'Textures'. The 'Textures' tab is active, showing 'Stage 0 Texture' with a checked checkbox and a 'Map #56 (cc_road2.dds)' button. Below this are 'Clamp U', 'Clamp V', and 'No LOD' options, along with a 'Display' button. The 'Stage 1 Texture (Detail Texture)' section is currently set to 'None'.

Subject: Re: Road texturing question.

Posted by [JsxKeule](#) on Fri, 03 Jul 2009 22:41:06 GMT

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you must UVW map the texture

you make that when you click gizmo while select the texture then you can play around with it

Subject: Re: Road texturing question.

Posted by [YazooGang](#) on Sat, 04 Jul 2009 00:13:22 GMT

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Awesome thanks. 1 questions, you a modeler? or just good with 3ds max tools?

Subject: Re: Road texturing question.

Posted by [Xena](#) on Sat, 04 Jul 2009 08:02:06 GMT

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YazooGang wrote on Fri, 03 July 2009 19:13Awesome thanks. 1 questions, you a modeler? or just good with 3ds max tools?

yes he is. he's a starter i think though

he aint even close to how good di3hardnl is lol

Subject: Re: Road texturing question.

Posted by [JsxKeule](#) on Sat, 04 Jul 2009 08:51:48 GMT

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yes like boxy said

Subject: Re: Road texturing question.

Posted by [Reaver11](#) on Sat, 04 Jul 2009 09:27:33 GMT

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Well the good thing is that there is another dude trying real hard next to Diehard. Since different people will get different ideas.(Dont get me wrong I like diehards stuff)

Subject: Re: Road texturing question.

Posted by [YazooGang](#) on Sat, 04 Jul 2009 14:46:38 GMT

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Ferkhat taught me some basics and i started off there. I'm not good as him but i can model a little bit.
