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Subject: Uploading Texture To Map

Posted by [Good-One-Driver](#) on Mon, 28 Sep 2009 04:40:01 GMT

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Ok so i decided to make my first map but i am having trouble uploading texture to any part of the map can some one tell me why

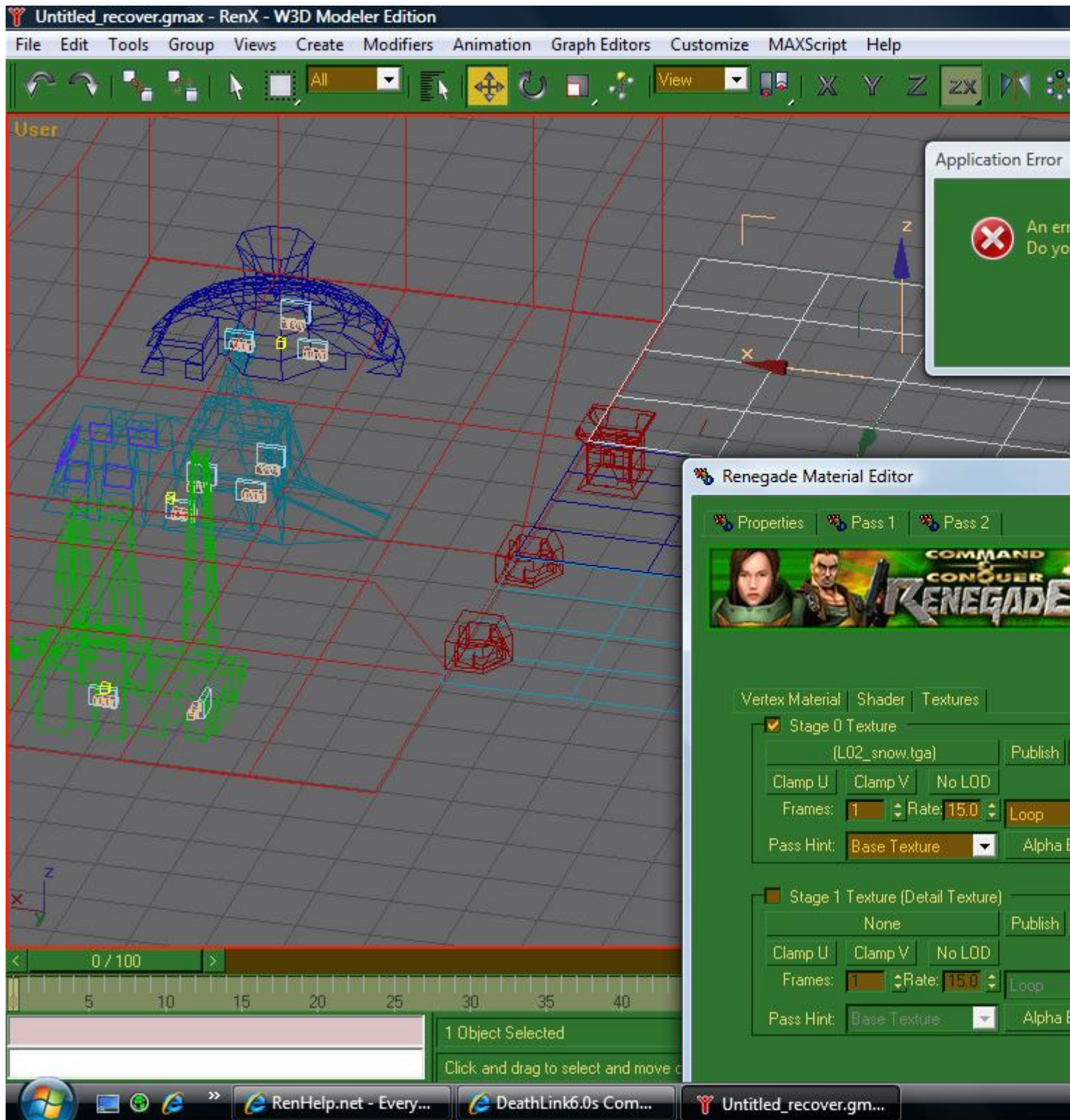
i keep getting this strange error please some one tell me why and help

---

#### File Attachments

1) [help.jpg](#), downloaded 666 times

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Subject: Re: Uploading Texture To Map  
Posted by [Gen\\_Blacky](#) on Mon, 28 Sep 2009 05:44:10 GMT

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go to material navigator and give the mesh no material.

---

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Subject: Re: Uploading Texture To Map

Posted by [Good-One-Driver](#) on Mon, 28 Sep 2009 05:50:13 GMT

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Gen\_Blacky wrote on Mon, 28 September 2009 00:44go to material navigator and give the mesh no material.

Wait wait still noob were is this?

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Subject: Re: Uploading Texture To Map

Posted by [Gen\\_Blacky](#) on Mon, 28 Sep 2009 05:53:11 GMT

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go to user interface and look for it. i don't have renx or 3ds max installed so i cant look.

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Subject: Re: Uploading Texture To Map

Posted by [Good-One-Driver](#) on Mon, 28 Sep 2009 06:03:17 GMT

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Ok thank you

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Subject: Re: Uploading Texture To Map

Posted by [Spyder](#) on Mon, 28 Sep 2009 06:37:13 GMT

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Gen\_Blacky wrote on Mon, 28 September 2009 07:44go to material navigator and give the mesh no material.

You could have told him to just press 'M'.

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Subject: Re: Uploading Texture To Map

Posted by [ErroR](#) on Mon, 28 Sep 2009 12:07:45 GMT

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DimitryK wrote on Mon, 28 September 2009 09:37Gen\_Blacky wrote on Mon, 28 September 2009 07:44go to material navigator and give the mesh no material.

You could have told him to just press 'M'.

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um, no that's the material editor, material navigator is that button with 3 circles (yellow, red, blue) in the top right corner of the screen. open it, then drag and drop the 'None' Material to the mesh

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Subject: Re: Uploading Texture To Map

Posted by [Good-One-Driver](#) on Tue, 29 Sep 2009 01:44:42 GMT

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EDIT: i got the texture uploaded

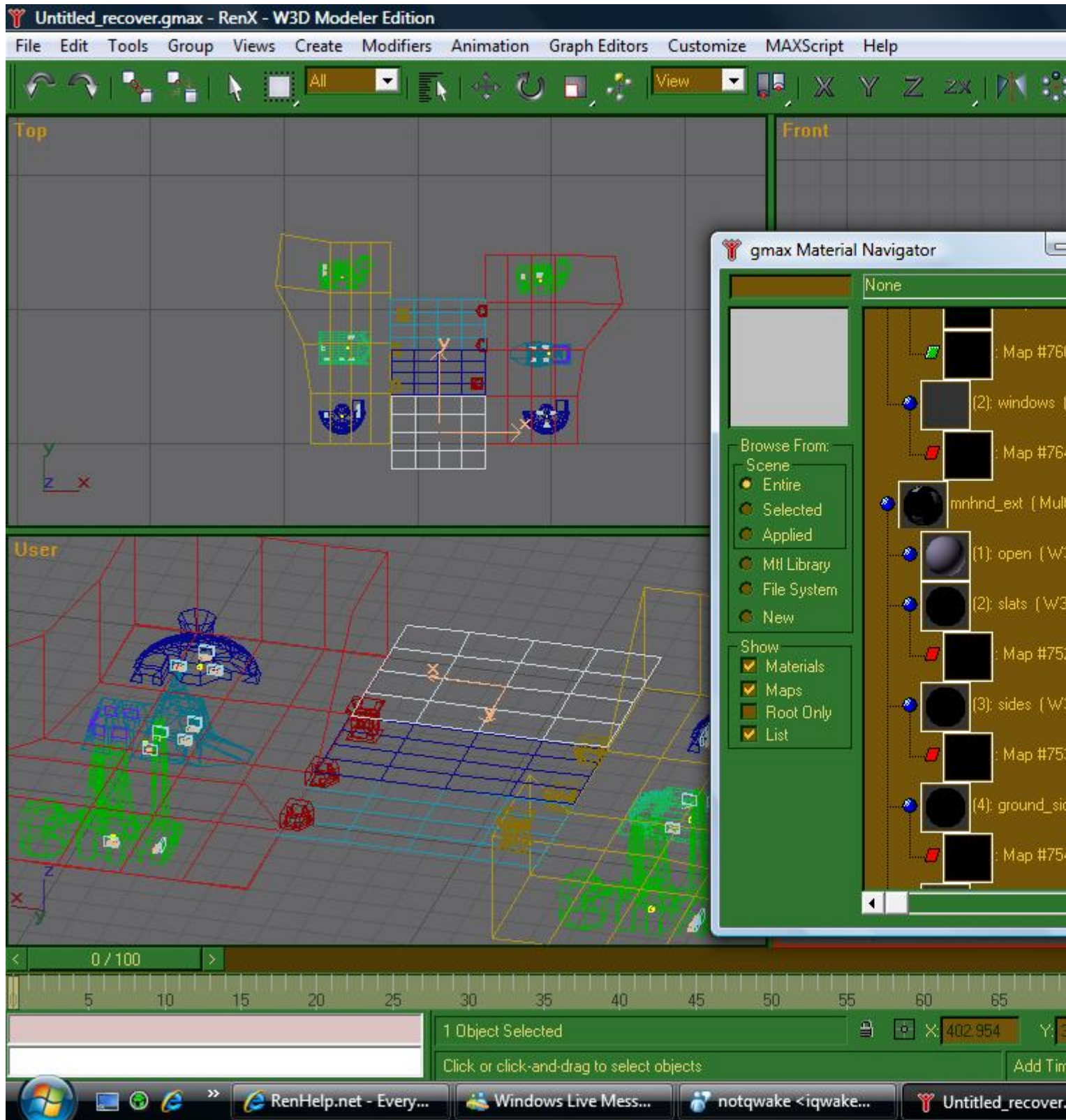
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#### File Attachments

1) [help2.jpg](#), downloaded 280 times

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Subject: Re: Uploading Texture To Map  
Posted by [Good-One-Driver](#) on Tue, 29 Sep 2009 03:42:00 GMT

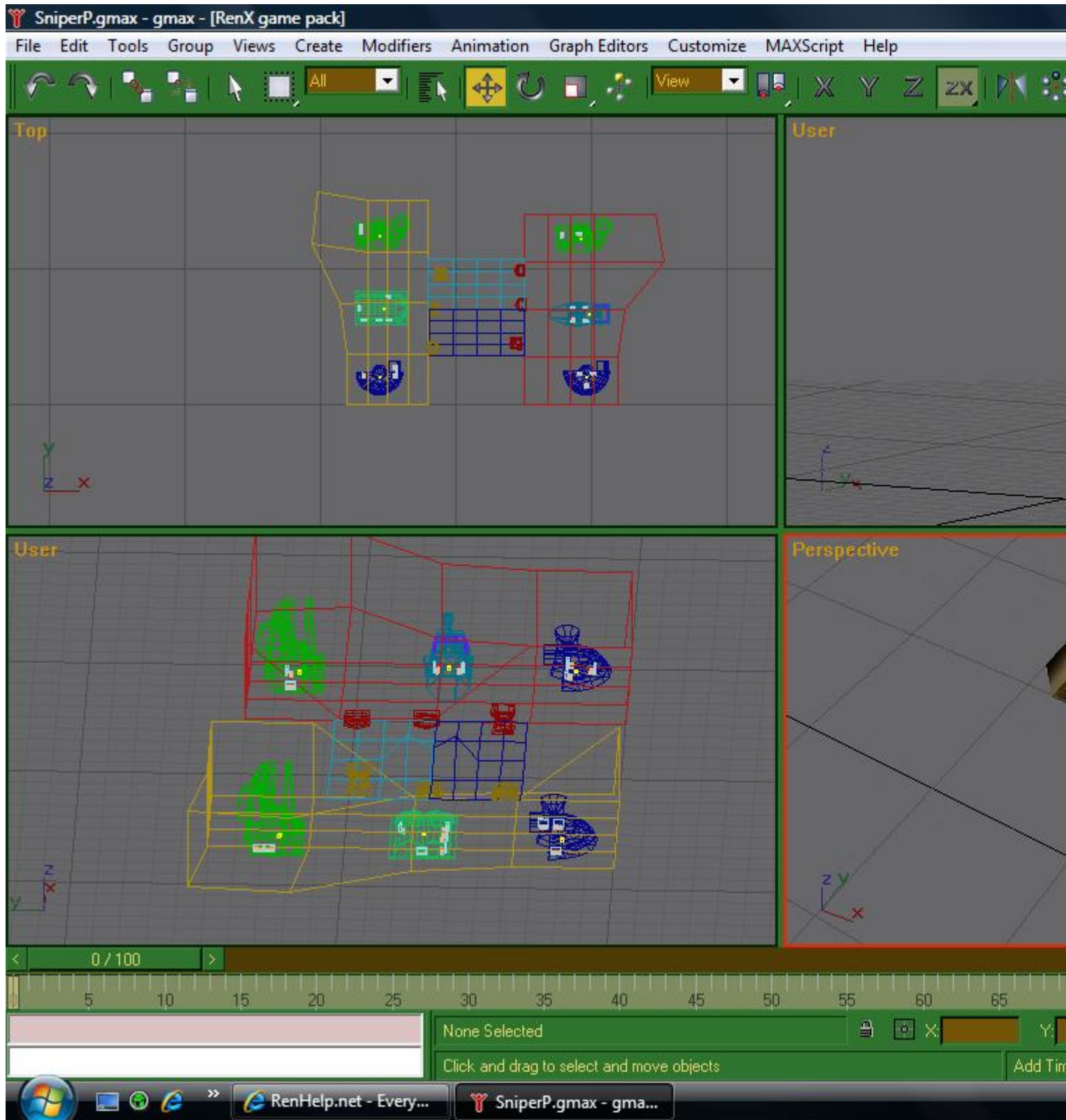
ok so i see the texture in renx but when i try seeing it in w3d viewer not work?

---

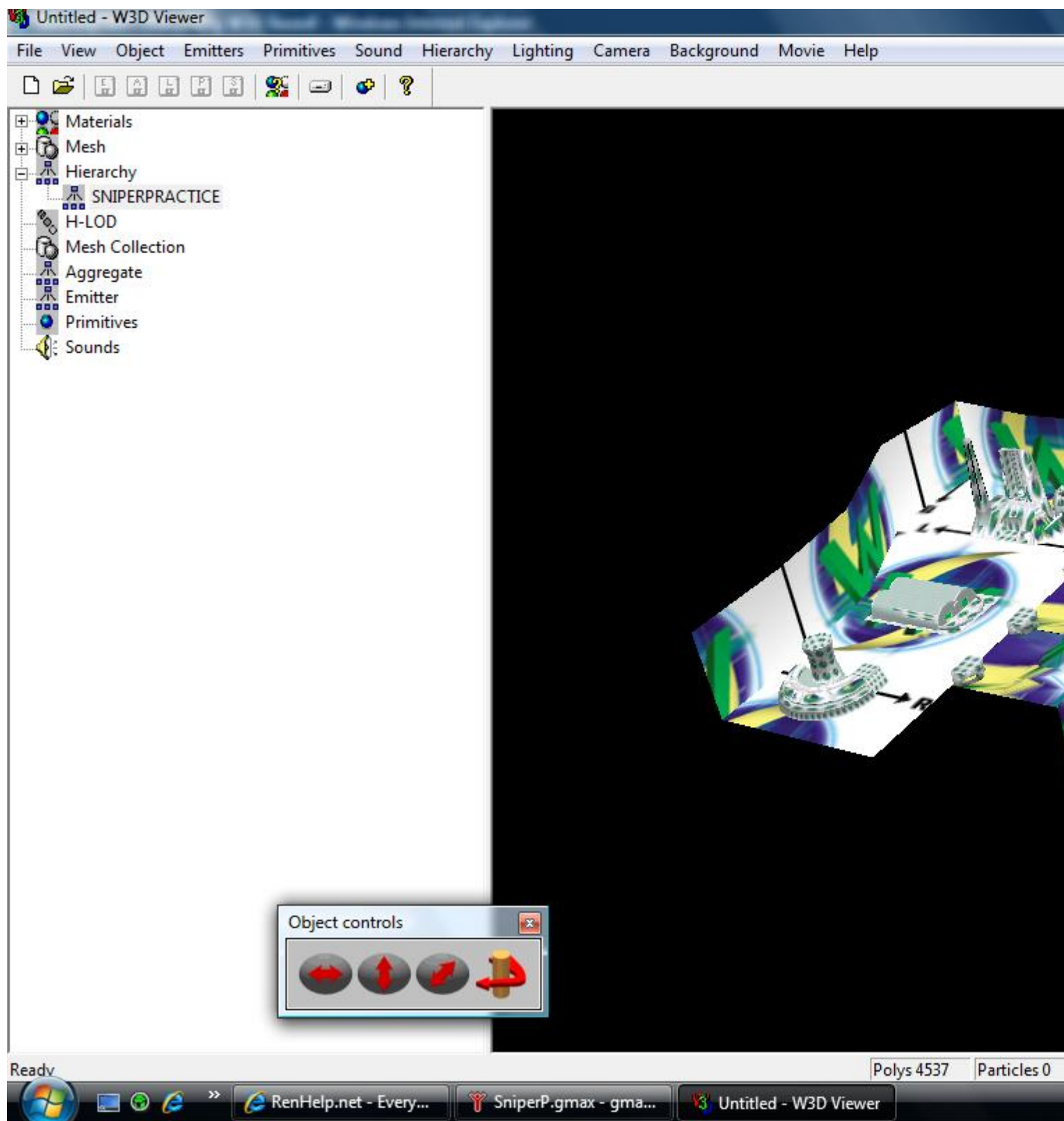
### File Attachments

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1) [ok.jpg](#), downloaded 476 times



2) [ok2.jpg](#), downloaded 473 times



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Subject: Re: Uploading Texture To Map  
Posted by [E!](#) on Tue, 29 Sep 2009 11:06:26 GMT



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your texture should be a \*.tga file format (or \*.dds) and it has to be in the same folder as the \*.w3d is. you can open the materials tab in w3d viewer to check if the viewer finds the material or not and if it is able to display.

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Subject: Re: Uploading Texture To Map  
Posted by [Good-One-Driver](#) on Tue, 29 Sep 2009 13:05:59 GMT  
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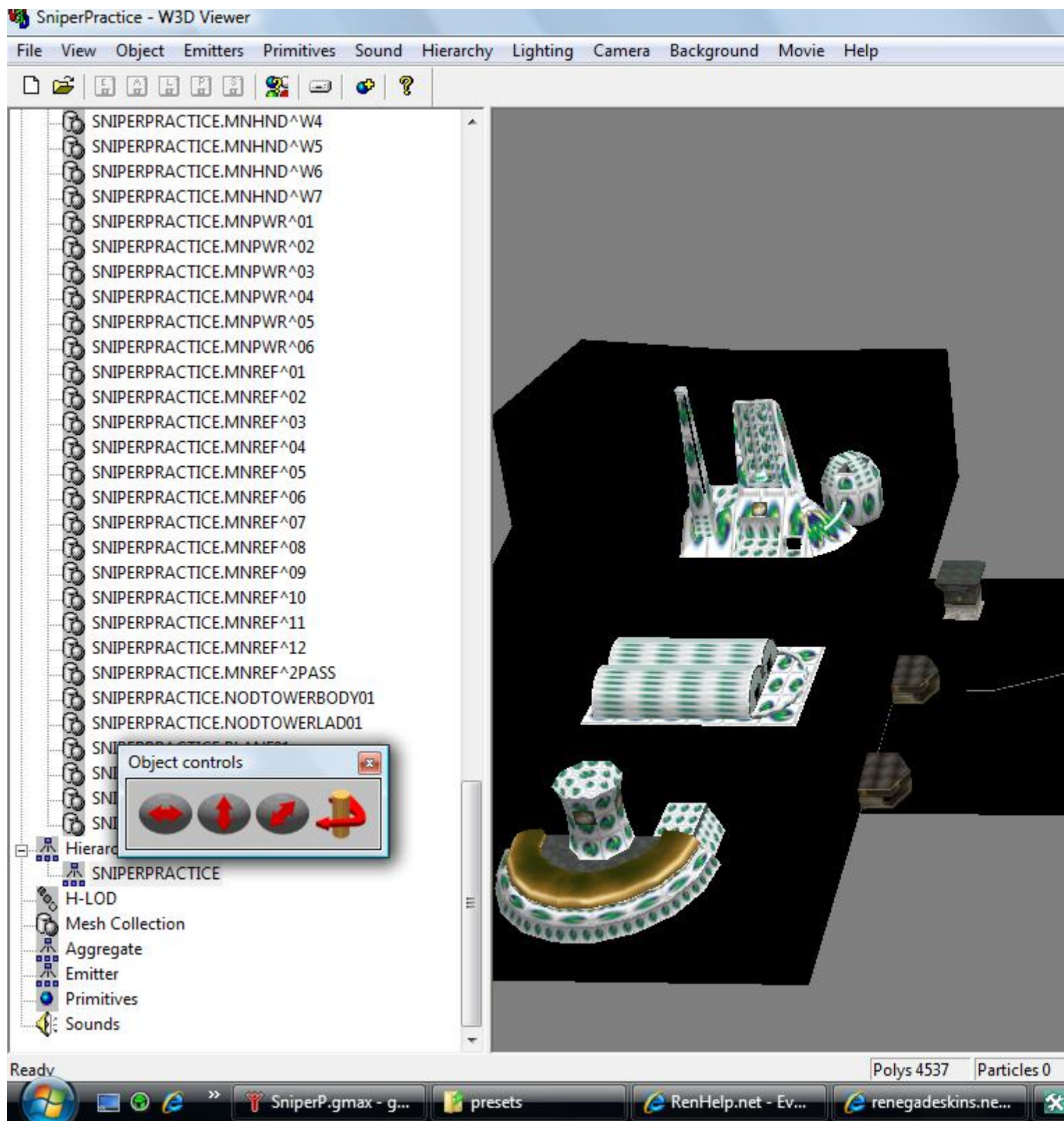
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ok i did that now i get this

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### File Attachments

1) [ok3.jpg](#), downloaded 442 times



Subject: Re: Uploading Texture To Map  
Posted by [ErroR](#) on Tue, 29 Sep 2009 13:07:37 GMT

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DO MORE. but if you want to change a map, textures perhaps, USE LEVEL EDIT, really, threw renx it's too hard

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Subject: Re: Uploading Texture To Map

Posted by [Good-One-Driver](#) on Thu, 01 Oct 2009 18:47:36 GMT

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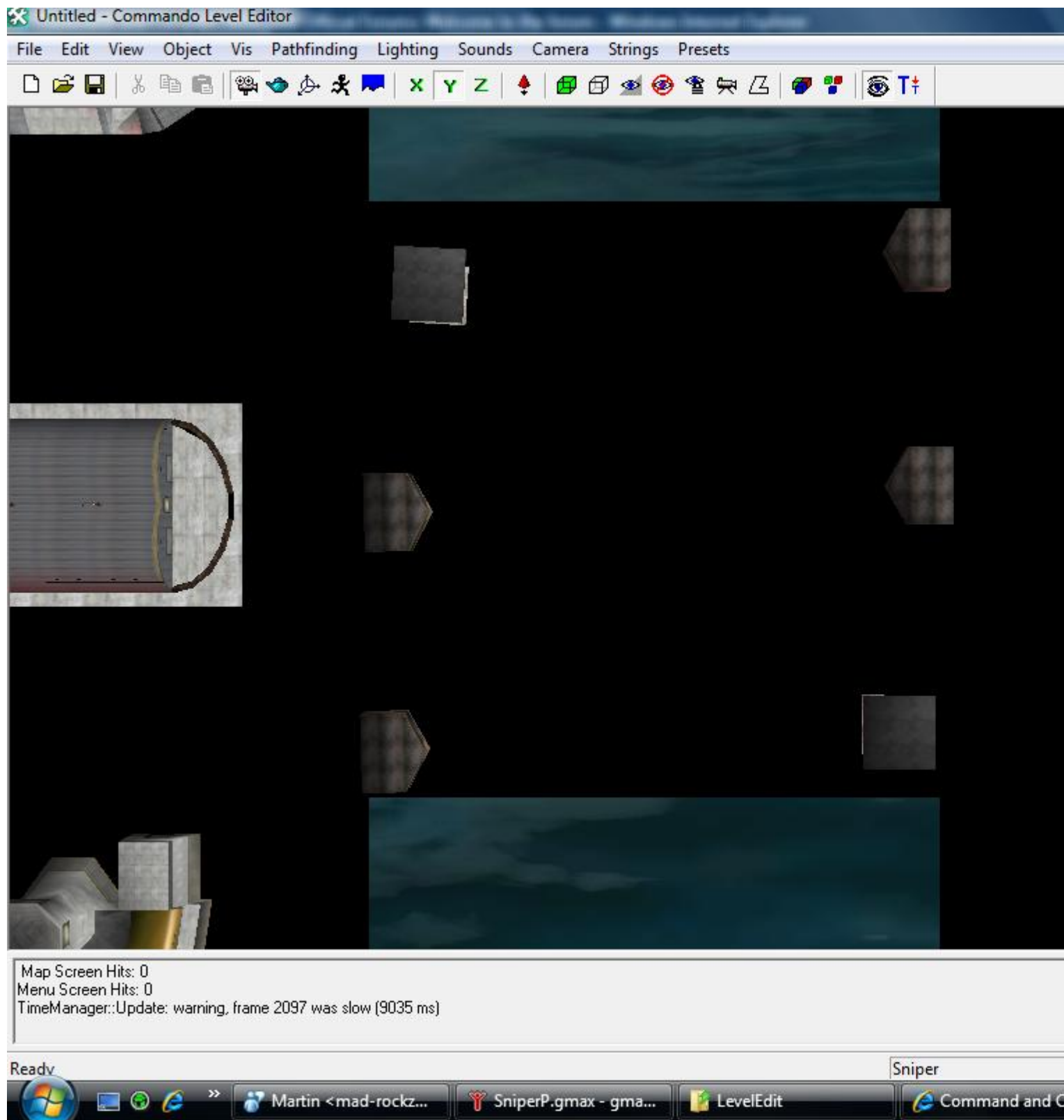
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ok so i uploaded all my texture and this is waht i get

#### File Attachments

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1) [HELPOUJK.jpg](#), downloaded 428 times



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Subject: Re: Uploading Texture To Map  
Posted by [Reaver11](#) on Fri, 02 Oct 2009 09:07:31 GMT



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Did you uvwmap your terrain?

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Subject: Re: Uploading Texture To Map

Posted by [Good-One-Driver](#) on Fri, 02 Oct 2009 14:14:37 GMT

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Reaver11 wrote on Fri, 02 October 2009 05:07Did you uvwmap your terrain?

No I don't think it was in tut ethier  
How I do this?

EDIT: Yes i did do it sorry

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