Subject: Help with gmax
Posted by Ferhago on Thu, 14 Aug 2003 02:52:43 GMT
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I have loaded the tracer_green.w3d file into gmax. When it loads though it is solid instead of the faded transparency. And when I try to change its color nothing happens.

Does anyone know how to make it fade to transparent and how to change its color so it will actually change?

Subject: Help with gmax
Posted by Ferhago on Thu, 14 Aug 2003 21:09:20 GMT
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I really need to know how to change an objects color. The little box that chooses color just wont work

Subject: Help with gmax
Posted by Vitaminous on Thu, 14 Aug 2003 21:17:12 GMT
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FerhagoI really need to know how to change an objects color. The little box that chooses color just wont work

...Your version is bugged up...:\

Subject: Help with gmax
Posted by Ferhago on Thu, 14 Aug 2003 21:23:12 GMT
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AprimeFerhagoI really need to know how to change an objects color. The little box that chooses color just wont work

...Your version is bugged up...:\

Actually I found a way to do it. I realized that the object was textured when I stumbled upon this little thing called material lister.

I now know how to change its color. The problem is I dont know how to load a material into the material editor.

How is this done?

I press the little get renegade material button but nothing happens

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Subject: Help with gmax
Posted by Dante on Thu, 14 Aug 2003 22:02:46 GMT
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press teh "create new material" button, not the get renegade material.

Subject: Help with gmax
Posted by Ferhago on Thu, 14 Aug 2003 22:30:09 GMT
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Oh poo. I was hoping I wouldnt have to do that.

Time to screw around with settings until it looks like I want

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Subject: Re: Help with gmax
Posted by TeMpLaR on Sat, 16 Aug 2003 15:40:27 GMT
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Ferhago
Does anyone know how to make it fade to transparent and how to change its color so it will actually change?

you can put a texture on the object then it has a colour then try the button again

i hope it will help, it helped in my gmax too and i have te same version i think

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