Subject: W3D Engine Test
Posted by Aircraftkiller on Thu, 08 May 2003 01:00:46 GMT
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Carlokay you just made a complete ass of yourself. i never said they didnt have resolution and i never said they werent materials. i said they werent MULTImaterials and i said the resolution had nothing to do with what i was talking about.

And i made no complaints about the stock WS textures. I made complaints about the way you map them.

And i never claimed to be the texture god. although i do admit, i am better than you. Nothing to show for it? im not exactly a skilled 3d modeler. Send me a mesh and i will texture the hell out of it. knock your socks off.

Yes, I made an ass of myself... Just remember that you're the one who knows nothing about W3D, yet you're sitting here preaching to me about how you're barely figuring out textures and how they're mapped.

There's nothing unique about how textures are mapped. They all use UVWs. Big fucking deal.

The textures are not referred to as being "Badly mapped" as the way you refer to things... If you were to prove otherwise by actually proving that you *could* do something, maybe my opinion would be different.

Seems like you're screaming like a retard without any idea of what you're talking about. "BADLY MAPPED TEXTURES!!!!!!!!!!!1111111111111111111111111111111 OMG BADLY!!!!!! MAPPED!!!!!1111111 TEXTUARS!1111 WAIT I DONT HAVEASXZE YNHING MYSELF!111111"

Come on now... seriously.