
Subject: Material Coordinates after import of w3d
Posted by [rrutk](#) on Thu, 01 May 2008 13:56:13 GMT
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Material Coordinates after import of w3d

Why the material coordinates after importing a w3d file into renx are saved only sometimes?

Today i imported the mutant_lab from c&c_riverraidTs - this worked without big problems. The textures are, where they should be.

But importing the beta advanced gdi comcenter doesnt work fine - many of the UVW mapping data (the places, where the textures should be) seems to be lost, the building needs retexturing

why it works only sometimes?

Is:















Should be:



File Attachments







1) [Mat.jpg](#), downloaded 729 times



2) [Mat2.jpg](#), downloaded 716 times

-  MP_RVR_RAID.HOGCOLL+37
 -  MP_RVR_RAID.HOGCOLL+38
 -  MP_RVR_RAID.HOGCOLL+39
 -  MP_RVR_RAID.HOGCOLL+40
 -  MP_RVR_RAID.LVL-COLL
 -  MP_RVR_RAID.MGACC^001
 -  MP_RVR_RAID.MGACC^002
 -  MP_RVR_RAID.MGACC^003
 -  MP_RVR_RAID.MGACC^004
 -  MP_RVR_RAID.MGACC^005
 -  MP_RVR_RAID.MGACC^006
 -  MP_RVR_RAID.MGACC^007
 -  MP_RVR_RAID.MGACC^008
 -  MP_RVR_RAID.MGACC^009
 -  MP_RVR_RAID.MGACC^010
 -  MP_RVR_RAID.MGACC^011
 -  MP_RVR_RAID.MGACC^012
 -  MP_RVR_RAID.MGACC^GL5
 -  MP_RVR_RAID.MGBAR^000
 -  MP_RVR_RAID.MGBAR^001
 -  MP_RVR_RAID.MGBAR^002
 -  MP_RVR_RAID.MGBAR^003
 -  MP_RVR_RAID.MGBAR^004
 -  MP_RVR_RAID.MGBAR^005
 -  MP_RVR_RAID.MGBAR^006
 -  MP_RVR_RAID.MGBAR^007
 -  MP_RVR_RAID.MGBAR^008
 -  MP_RVR_RAID.MGBAR^009
- Object controls** ✕


-  MP_RVR_RAID.MGWEP^000
 -  MP_RVR_RAID.MGWEP^001
 -  MP_RVR_RAID.MGWEP^002
 -  MP_RVR_RAID.MGWEP^003
 -  MP_RVR_RAID.MGWEP^004
 -  MP_RVR_RAID.MGWEP^005

