Subject: Re: New Launcher
Posted by Reaver11 on Sat, 20 Dec 2008 17:49:00 GMT

Poskov wrote on Sat, 20 December 2008 09:10I want to map the SSM launcher with a larger texture,
how do you do it?

Define larger? (example) as in 256x256 to 512x512?

Because if you are planning something like that you will loose very much details of your texture.

If you have a bigger texture say 1024x1024 for the fun of it then you just have to re aplly it to the ssm launcher in renx and then just export it. (w3d import it then apply the new texture, uvw unwraps should still be saved even by importing the model)

I don't think it is due to ignoring but more the fact that people on this forums are only into huds lately.