
Subject: Re: Need help with a map

Posted by [Gen_Blacky](#) on Mon, 28 Dec 2009 23:40:55 GMT

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#1 look at the image select compound.

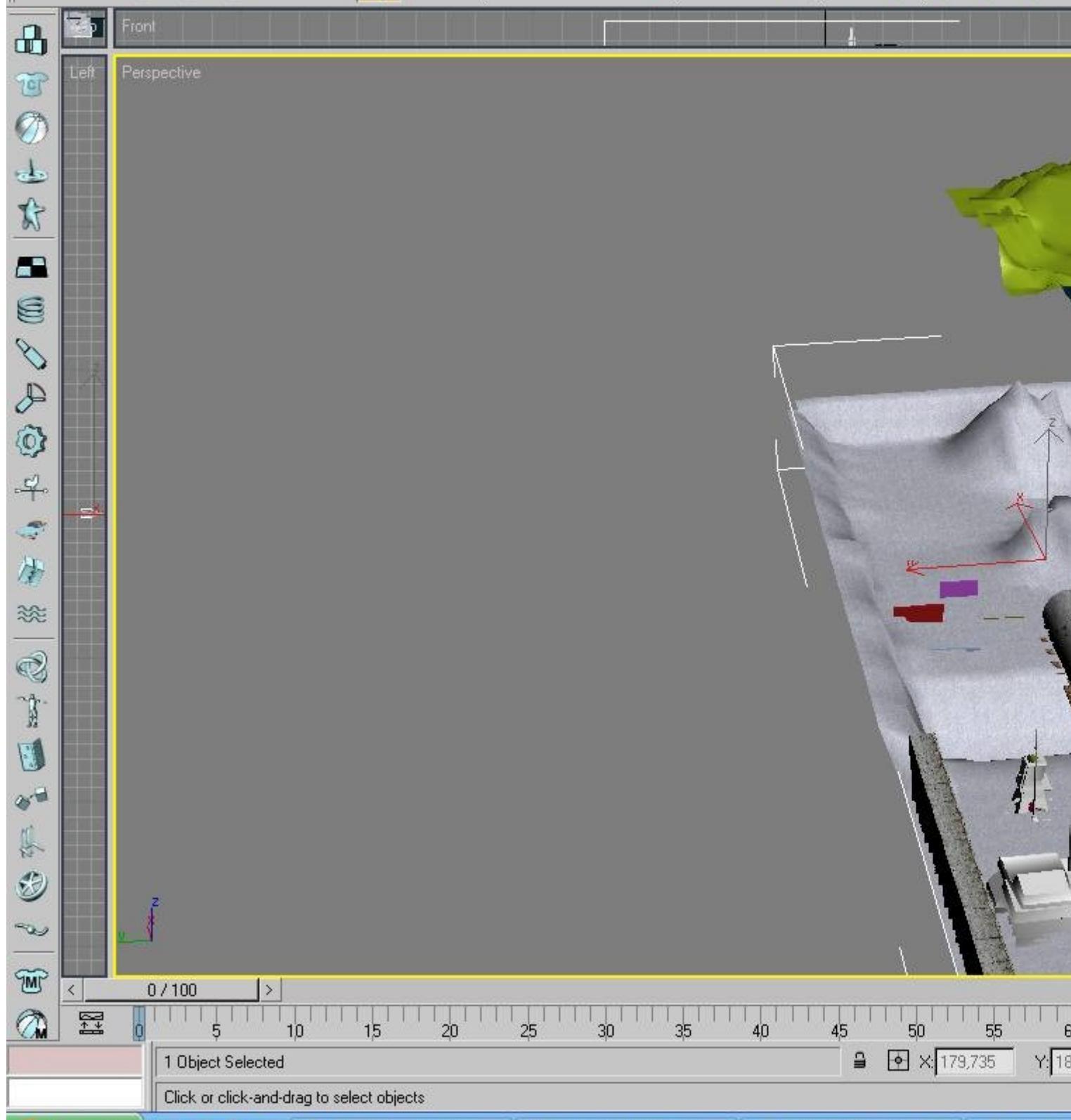
#2 look at the test I made a while ago you can have like 10 textures if you wanted. It would be easier to make your terrain in parts and apply a different texture to each mesh also they would be able to have there own projectile settings.

File Attachments

- 1) [3passblendtest.zip](#), downloaded 175 times
- 2) [85539095756846363080.jpg](#), downloaded 390 times

WinterDay(Map).max - Autodesk 3ds Max 8 - Stand-alone License

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