Subject: Help
Posted by Imdgr8one on Sun, 02 Mar 2003 20:21:38 GMT
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When I try to apply a material to my whole maze, I go to the selector, and there are no options, what do I do?

Subject: Help
Posted by Sir Phoenixx on Sun, 02 Mar 2003 23:20:38 GMT
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Select File System from the left and pick your texture...

Subject: Help
Posted by Captkurt on Sun, 02 Mar 2003 23:54:36 GMT
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Try this, it should work.
In G-max select the item you want to add the material too. Then click the little rainbow thingy on the right side of your screen, towards the top.
Then select the little arrow to the right of the "modifier list" scroll down till you see "UVW Map", after that, press the letter "M" this will open another window. Where it says name. Press the little arrow button, this will add a name to track it with, it's the top button.
Then select the "surface type" you want it to be.
Then at the top of the window, you should see a "pass 1" click it. Select the "stage 0 texture" and then click on the "Display"
Then click the bar that says none,
This should open another window, if you don't see it, try moving this current window down, and within this second window, select your texture, and press the open button.
Then go back to the first window and on the bottom right you'll see 3 buttons, one above the other, click the bottom one, then close this little window. And you should have your selected item, textured. Hope this helps you. Let me know if I can be of any more help.

Subject: Help
Posted by snipefrag on Mon, 03 Mar 2003 00:24:21 GMT
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Hmmm not sure what your getting at?! cant you just go to material editor and add the desired texture or have i miss read the question.

Subject: Help
Posted by Captkurt on Mon, 03 Mar 2003 01:58:22 GMT

Give me your email address and I'll email you a tutorial I did just for this.