Subject: Texturing
Posted by jnz on Wed, 13 Jun 2007 08:12:21 GMT
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I tried renhelp, found a mapping tutorial. Although, when using detach, it works ok but when i texture it. It textures the whole plane and not just the bit i detached.

Subject: Re: Texturing
Posted by Ryu on Wed, 13 Jun 2007 08:22:05 GMT
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Did you select the whole plane?

Subject: Re: Texturing
Posted by Zion on Wed, 13 Jun 2007 09:33:48 GMT
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Alpha blend or detach and rename.

Alpha blending is if you want to blend to textures into eachother. Like rock and grass, you don't want a sharp line between the two textures, so you use alpha blending to make it look nice.

Detach is selecting polygons and clicking the detach button. Give it a name and then click ok. Then deselect everything and select only the mesh you want and give that a separate texture to the adjacent one.

Both of these are used in texturing any map.

Subject: Re: Texturing
Posted by jnz on Wed, 13 Jun 2007 15:27:47 GMT
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I just found, when i apply the texture to the detached part. It works perfectly, however, it applies the texture to the rest of the plane. Even though it isn't selected.

Subject: Re: Texturing
Posted by npadul30 on Wed, 13 Jun 2007 16:57:57 GMT
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I had that same problem, delete it and then start over. When I did that the second time it worked, part of RenX is bugged up

Subject: Re: Texturing
Posted by Blazea58 on Wed, 13 Jun 2007 17:59:56 GMT
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Thats basically 100% impossible that renx would be bugged to the point it would texture
something that isent Physically attached. You should pay alot more attention when you detach,
and be 100% sure you detach Polygon and not Vertex (dots)

Subject: Re: Texturing
Posted by jnz on Wed, 13 Jun 2007 18:11:31 GMT
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Tried, it doesn't make any difference.

It is possible to texture a part of the map without detach, how is that done? Can someone make a
short vid? last time i did it, i just created a new plane with the new texture. Thats just crap, though.

Subject: Re: Texturing
Posted by jnz on Wed, 13 Jun 2007 18:19:32 GMT
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Hmm, I just tried without any textures on in the first place and it worked perfect. Maybe this was
the problem?

Just created a flat plane, detched it and was able to texture each part. When it wasn't working for
me, when i pressed "m" even though the "detached" part was selected the texture window had the
settings of the other bit of the plane.

Thanks for the help.

Subject: Re: Texturing
Posted by danpaul88 on Wed, 13 Jun 2007 22:44:50 GMT
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Ah, the problem is you were editing the MATERIAL, which is still applied to both planes. You have
to click the 'New Renegade Material' button (whatever it's called, hover over them on the materials
window and you will see the one I mean) to edit the second plane without affecting the first.