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 724 times

2) Mat2.jpg, downloaded 712 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^GLS
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
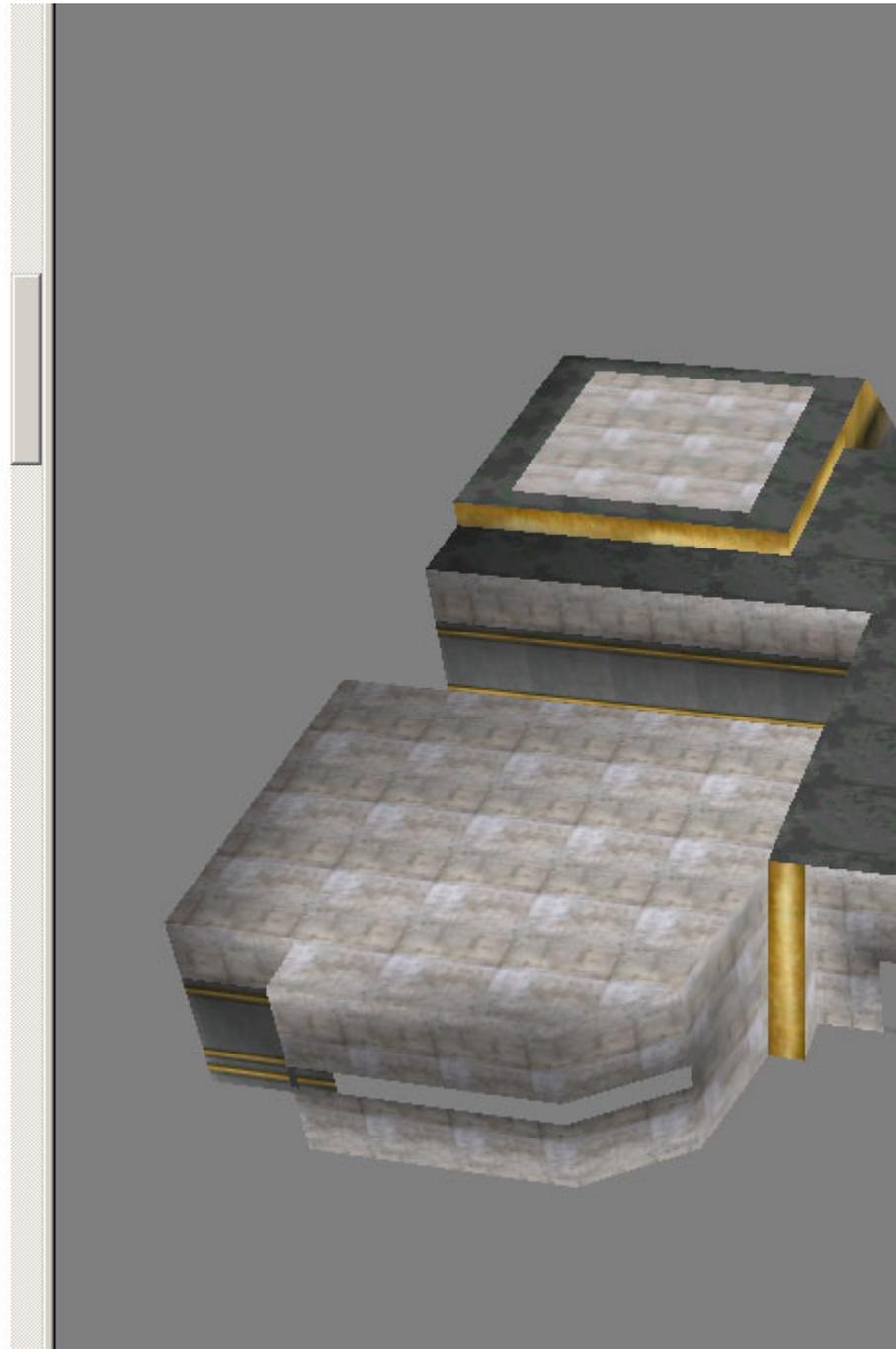
Subject: Re: Material Coordinates after import of w3d
Posted by cnc95fan on Thu, 01 May 2008 17:52:15 GMT
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That happenes because some meshes have multiple textures on them. You will have to start from scratch and do them again :V

Subject: Re: Material Coordinates after import of w3d
Posted by rrutk on Thu, 01 May 2008 20:08:41 GMT

The mutant_lab also has multiple textures on its meshes, but this worked fine.