## Subject: Textures on my map.
Posted by crysis992 on Wed, 28 Apr 2010 16:17:08 GMT

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Heyho,

i have a little problem, im working (again) on a map and im working now on the tunnels  i just extracted and loaded the tunnels from field, and modified them a bit. But now i want to set a texture on this tunnel model, But it stays white
idk whats wrong.
I did it like the rest of the map
Stage 0 Texture checked, and Display checked. and then i pressed Assign material.
But the damn texture dont show up :/


,
crysis992

## Subject: Re: Textures on my map.
Posted by Jerad2142 on Wed, 05 May 2010 11:56:11 GMT

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crysis992 wrote on Wed, 28 April 2010 10:17Heyho,

i have a little problem, im working (again) on a map and im working now on the tunnels  i just extracted and loaded the tunnels from field, and modified them a bit. But now i want to set a texture on this tunnel model, But it stays white
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Stage 0 Texture checked, and Display checked. and then i pressed Assign material.
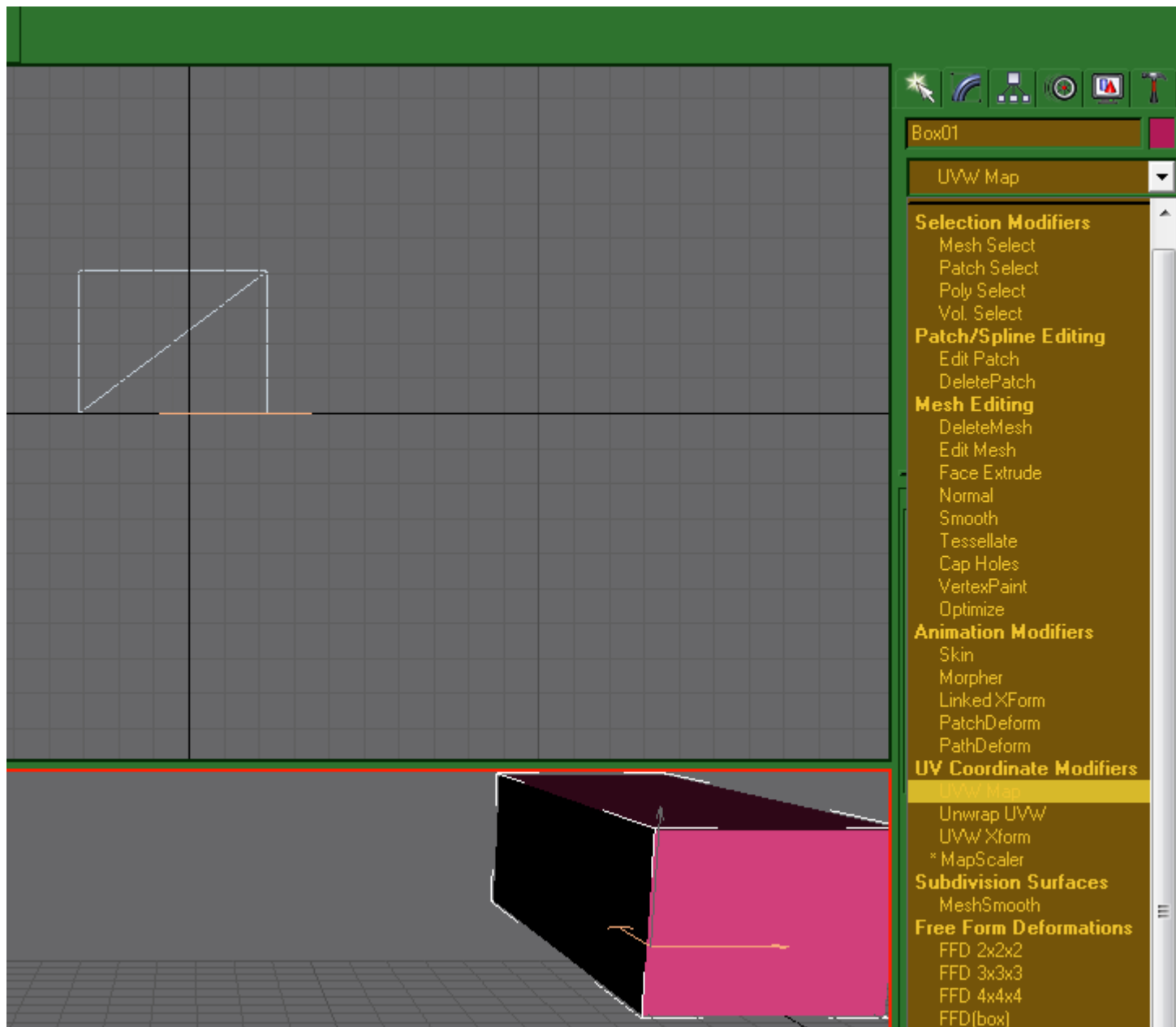But the damn texture dont show up :/


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crysis992
You probably need to put a UVMapper on it of some sort, sometimes when you use editable mesh on terrain it needs you to put a mapper on it before it'll display.


File Attachments
1) asdfasdf.png, downloaded 394 times

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**Subject: Re: Textures on my map.**
Posted by crysis992 on Wed, 05 May 2010 21:06:28 GMT
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i fixed the problem -.-´ i remodeled the tunnels. But thanks for your help  i will try it on a other terrain part.

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