

---

Subject: Re: Heightfield Texturing problem  
Posted by [bat66wat6](#) on Tue, 13 Nov 2007 22:14:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I did what you said Gen

I put the .tga textures in the mod folder. And it still did not work...but i tried a range of textures and weirdly some worked and some didn't!

Like the one i wanted, the grass texture did not work but the Ceilingfan texture did LOL, so did the Tiberium Texture

Here;s an SS if ya wanna take a peak  
Please help, this is weird...simple textures aren't working

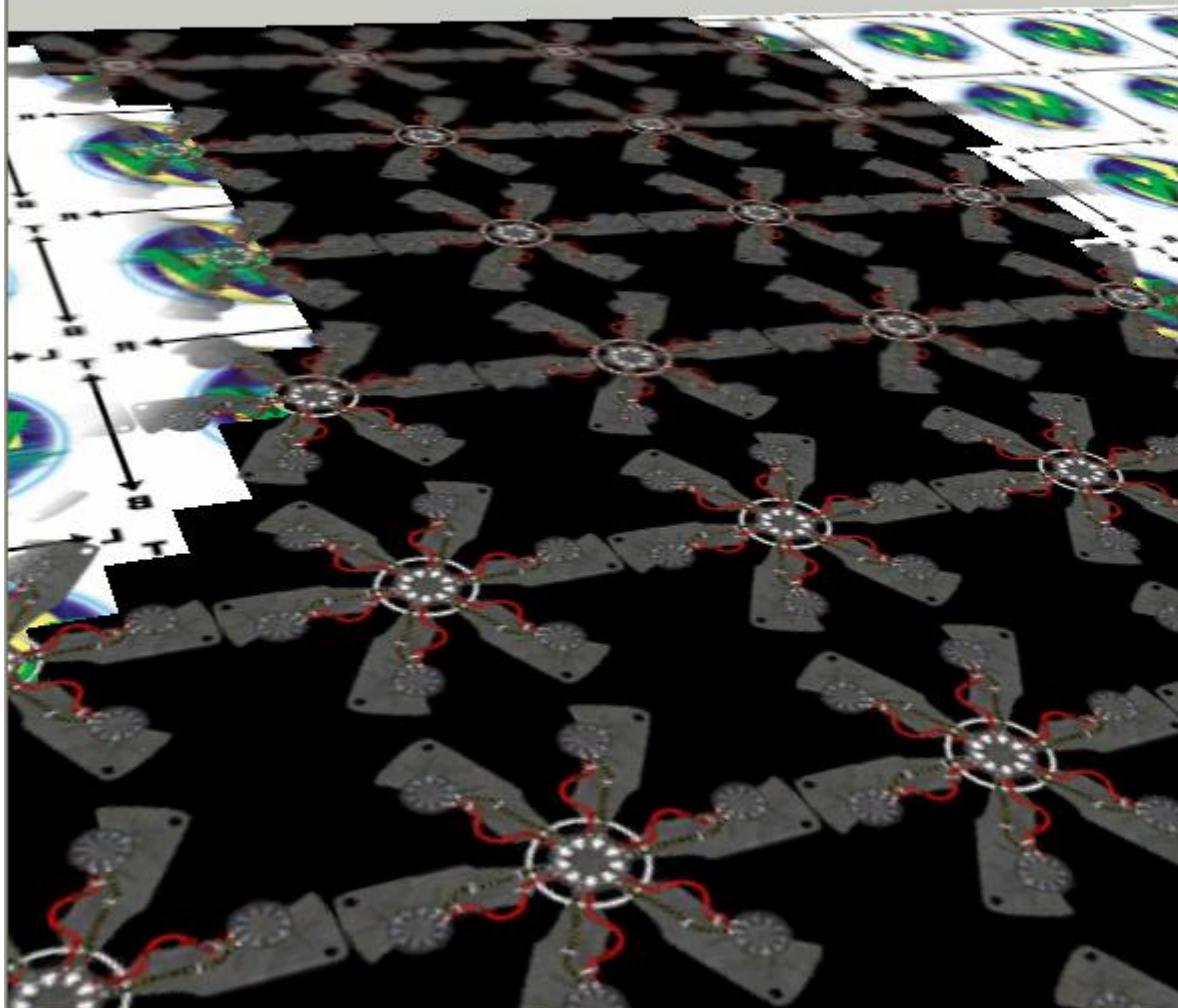
#### File Attachments

---

1) [Texture SS.JPG](#), downloaded 341 times

# Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



## Material Settings



Use the controls below to edit this material.

Texture Filename:

ceilingfan.tga

### UV Mapping

Tiling: 10.000

meters

Mirror the UVs

Surface Type: LIGHT\_METAL

OK

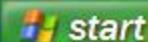
TimeManager::Update: warning, frame 5039 was slow (18238 ms)

Targa: Failed to open file "ceilingfan.tga"

TimeManager::Update: warning, frame 5047 was slow (4416 ms)

Ready

LAN\_Cheat Ultimate Havoc Camera (206.82,77.94,23.46)



>>

Command and Conquer...

Untitled - Commando ...