Subject: Minor Problem
Posted by Spice on Mon, 23 Feb 2004 00:05:24 GMT
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Well Im making a map for ren alert. Its called Beach_front. I Just finished alpha Blending. I open it with comando and my textures dont appear. The mesh is there but they appear all black. Ive never hade this happen , can someone tell me how to fix this. There is a chance i have to restart it anyways but i kinda want to know how i can prevent/fix this in the future. Thanks for any help you can give.

Subject: Minor Problem
Posted by SuperFlyingEngi on Mon, 23 Feb 2004 00:43:13 GMT
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I used to get that problem making textures...I didn't save the texture file right and it gave me the results you are talking about, except I was SKINNING a vehicle. Anyway, good luck.

Subject: Minor Problem
Posted by Titan1x77 on Mon, 23 Feb 2004 01:07:09 GMT
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see this thread...im pretty sure you need to compute vertex solve unless you havent checked off valpha on the w3d export options.

http://www.renforums.com/viewtopic.php?t=8987

Subject: Minor Problem
Posted by htmlgod on Mon, 23 Feb 2004 01:27:04 GMT
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Usually if the blended terrain is black its because you forgot to [x] valpha in w3d settings for the terrain. Additionally, maky sure pass 2 has Alpha Blend for shade mode.

Subject: Minor Problem
Posted by Spice on Mon, 23 Feb 2004 05:26:27 GMT
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I fixed it   Thanks for the help im gonna rember this so it doesnt happen again   Thanks for the help