Subject: Re: Map terrain shows up as black in RenX
Posted by Blazea58 on Sun, 23 Oct 2011 01:20:25 GMT
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You should probably just open a new scene, hit File then Reset. Say yes to the dialog popup, and then try using File / Merge, and find your map and open it. Select all to merge and then hit ok.

If your textures are still showing up black, maybe there is something more to it. You could have just as easily selected the wrong driver for when you installed.

Try Customize / Preferences / Then to the viewport tab \ Display drivers / Choose Drivers / Open GL. Also try configuring the driver as shown in the picture i uploaded. Take note of those two other buttons i had on the bottom, those are useful for seeing the map when you rotate etc.

If it still!!! shows up black, maybe you forgot to add all your textures in the format. They need to be .Tga.

File Attachments
1) Configure.JPG, downloaded 434 times