Subject: Another texture problem grrrr
Posted by -IC-sniper7 on Tue, 10 Oct 2006 12:35:56 GMT
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Ok I
 have found out about alpha blending and done it. But the meshes I add them to appear Black in game and in level edit. what the hell am i doing wrong.

Subject: Re: Another texture problem grrrr
Posted by Jerad2142 on Tue, 10 Oct 2006 13:38:58 GMT
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I will give you a list of things to check. First we will check the Renegade Material editor:
 Pass 1 - all settings default
 Pass 2 - Ambient is 0,0,0 (RGB) and Diffuse is 0,0,0. And shader is Alpha Blend.
 Make sure that the object has VAlpha checked in W3d Tools.

 And here is the one that is probably giving you problems:
In the Level Editor, load the level. Then in the lighting menu choose "Compute Vertex Solve"
check "Check Occlusion" then click "Ok".

Subject: Re: Another texture problem grrrr
Posted by -IC-sniper7 on Tue, 10 Oct 2006 15:45:24 GMT
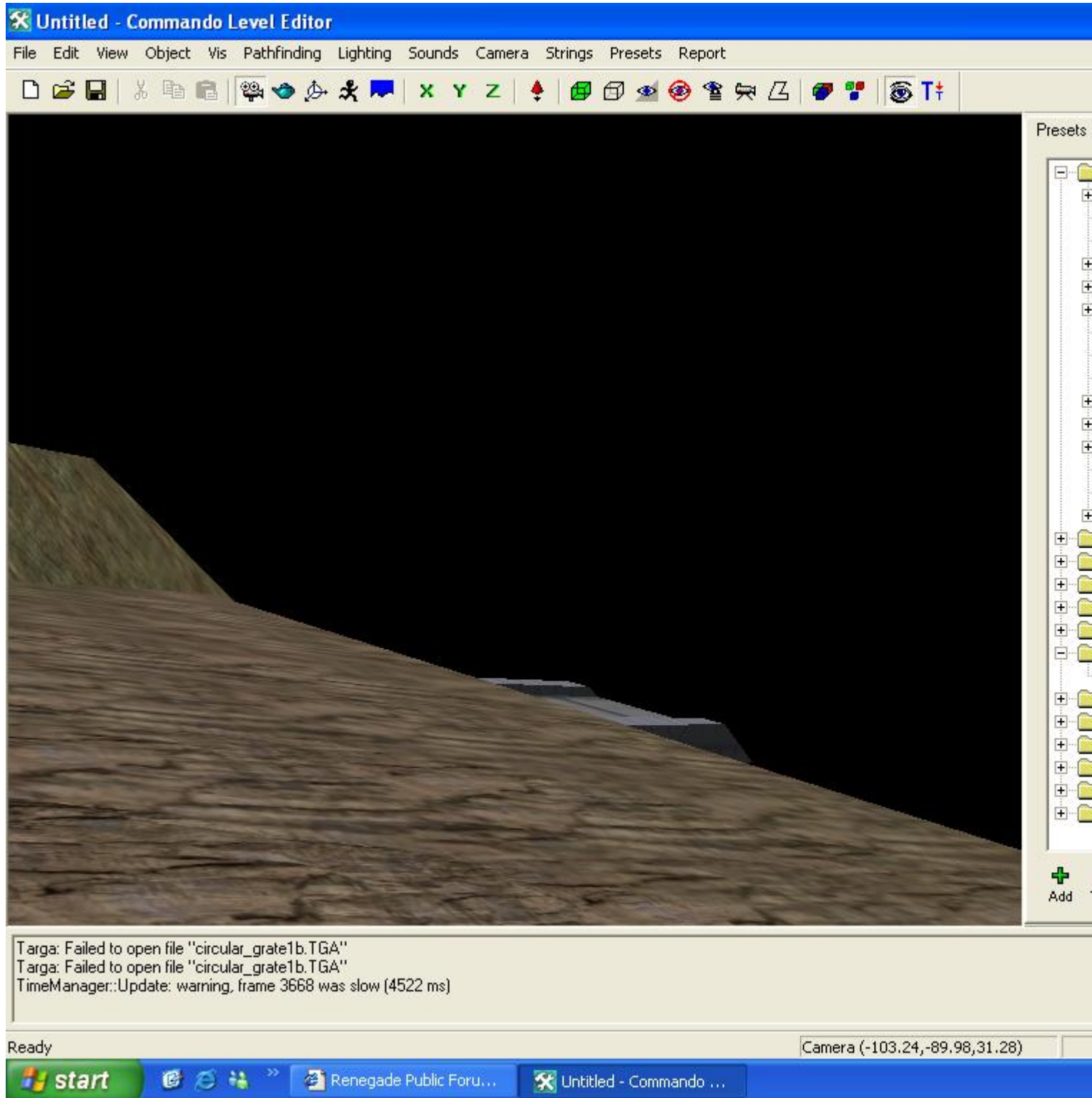View Forum Message <> Reply to Message

Thanks a lot that really helped.
only another prob popped up.
WHATS THIS BLACK BULLSHIT!!!(pic). (can't see it from the other side)

File Attachments
1) Black Bullshit Picture.JPG, downloaded 268 times

Targa: Failed to open file "circular_grate1b.TGA"
Targa: Failed to open file "circular_grate1b.TGA"
TimeManager::Update: warning, frame 3668 was slow (4522 ms)

Ready   Camera (-103.24,-89.98,31.28)

Subject: Re: Another texture problem grrrr
Posted by Jerad2142 on Tue, 10 Oct 2006 17:50:03 GMT
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Chances are if it can only be viewed from one side that it is a miss placed plane (or any other object if it is so big that the camera goes inside of it), so check renx and see if there are any objects that shouldn't be there (Planes are the hardest to find since from certain views they are not visible and it just looks like a line from above).

Subject: Re: Another texture problem grrrr
Posted by R315r4z0r on Tue, 10 Oct 2006 19:20:52 GMT
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...or maybe he just didn't check "valpha" in the collision settings...

and if you did, then simply in level edit, click on "Lighting" on the top, then click "Compute Vertex Solve" then in that click "Check Occlusion"

then sit back for a few seconds.

Subject: Re: Another texture problem grrrr
Posted by Veyrdite on Sat, 14 Oct 2006 05:47:17 GMT
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which vertex paint did you use, the one in the drop-down menu, the one which you can add to the toolbar or the one in editable mesh?

try using the one in editable mesh (if your not) to aviod topology problems.