Subject: Problem with Handskins
Posted by Crow3333 on Tue, 13 Mar 2007 16:45:43 GMT
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I´ve got a problem with the renegade hand texture. Everytime I change it the textur of the hand gets black ingame.
The texture of the wrists works fine. Can someone tell whats wrong with it? I´ve tried to save it in different DXT Levels from DXT 1 to DXT 5. But still everytime the same problem.

Subject: Re: Problem with Handskins
Posted by Jerad2142 on Tue, 13 Mar 2007 17:15:27 GMT
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You need to have the texture of the hands included with the file (or else they don't load right).

Subject: Re: Problem with Handskins
Posted by Crow3333 on Tue, 13 Mar 2007 17:39:18 GMT
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The texture of the hand and of the wrists are both in the Always File of the Mod!? Or where do i have to put them? I dont know why the wrists are working and the hands not.

Subject: Re: Problem with Handskins
Posted by Tankkiller on Tue, 13 Mar 2007 20:24:10 GMT
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I never seen renegade do that

But there is the trouble shooting:

If this is your hand model then
1. Check to see if it is wrapped
2. Check if the texture is even applyed to the model

If this is westwoods hand
1. put texture in always (if mod), in map mix (if map), or data (if other)

The black may be from your rendering program, maybe you didn't apply the texture is my best guess.

Subject: Re: Problem with Handskins
Posted by Jerad2142 on Wed, 14 Mar 2007 02:24:23 GMT
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If its a mod to place of the texture doesn't matter.

Subject: Re: Problem with Handskins
Posted by Crow3333 on Wed, 14 Mar 2007 14:12:11 GMT
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If I put the file in the renegade folder the hands work fine. When I put it in the Mod Always folder and use the mod they show up black. Thats really strange.

Subject: Re: Problem with Handskins
Posted by Jerad2142 on Wed, 14 Mar 2007 14:41:00 GMT
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I have never put a texture in the always folder of a package, I put all my mods assets right in the main folder of the package.