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Subject: Texturing problem

Posted by [BlueThen](#) on Sat, 02 Jun 2007 19:51:46 GMT

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My textures always turn out black when I add them. I've been trying to a long time now and I still can't get them to show.

Edit: And if I don't use textures.. they often turn out gray.

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Subject: Re: Texturing problem

Posted by [BlueThen](#) on Sat, 02 Jun 2007 20:32:50 GMT

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Plus, when I get back to leveledit after saving, everything turns white!

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Subject: Re: Texturing problem

Posted by [Viking](#) on Sun, 03 Jun 2007 00:34:38 GMT

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Make sure when you save them they are DDS 5/3/Whatever number it is supposed to be as the original skin.

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Subject: Re: Texturing problem

Posted by [jamiejrg](#) on Sun, 03 Jun 2007 03:54:11 GMT

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Screens would help.

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Subject: Re: Texturing problem

Posted by [Sn1per74\\*](#) on Sun, 03 Jun 2007 04:11:02 GMT

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Make sure you have No Alpha [DXT1] checked?

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Subject: Re: Texturing problem

Posted by [jamiejrg](#) on Sun, 03 Jun 2007 13:55:49 GMT

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If you created the model in max or gmax make sure the texture is applied there. Make sure that texture is either a tga or a dds. Make sure you have that very same texture in your LE mod folder.

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It should then work. You may have to restart LE to get the texture to look right.

Jamie

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Subject: Re: Texturing problem  
Posted by [BlueThen](#) on Sun, 03 Jun 2007 16:29:21 GMT  
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Thanks. I got it to work.

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Subject: Re: Texturing problem  
Posted by [BlueThen](#) on Sun, 03 Jun 2007 18:15:32 GMT  
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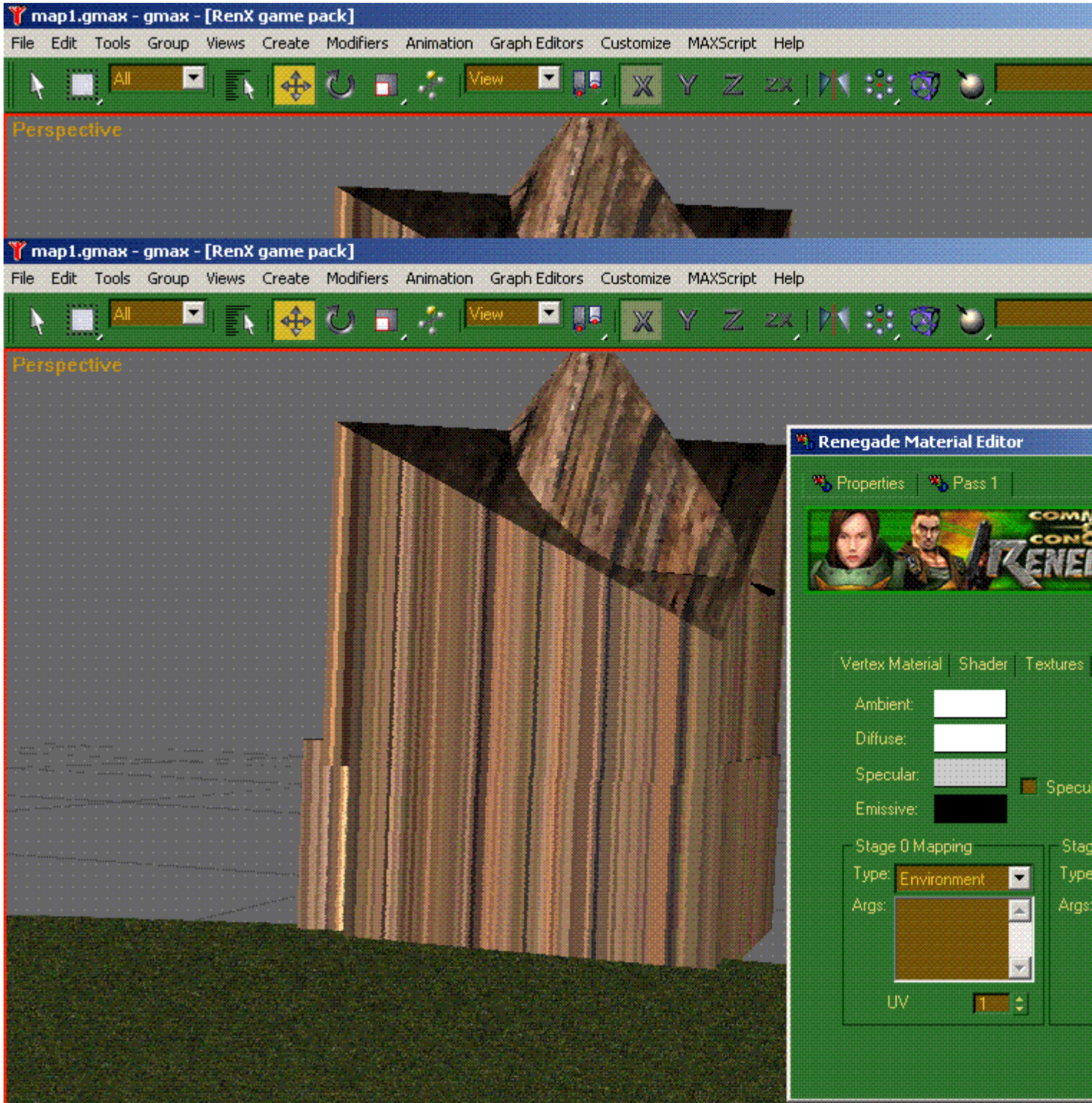
nvm fixed it.\

(Sorry for the double posting...)

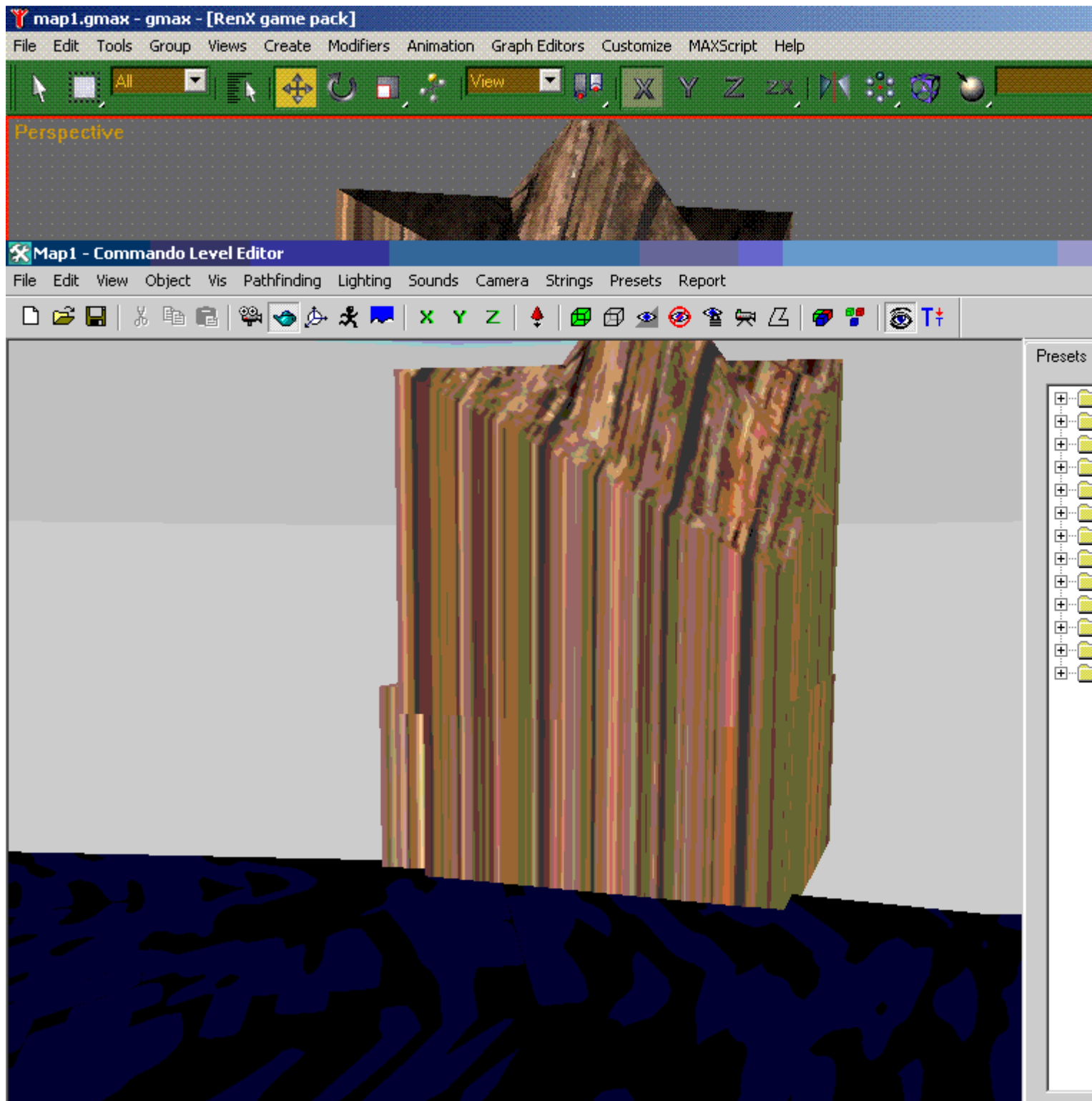
#### File Attachments

1) [Renx.GIF](#), downloaded 132 times

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2) [LE.GIF](#), downloaded 114 times



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Subject: Re: Texturing problem  
Posted by [Gen\\_Blacky](#) on Sun, 03 Jun 2007 20:40:13 GMT  
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did you use uvw map ?

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