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.

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!

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.

Subject: Re: Texturing problem

Posted by jamiejrg on Sun, 03 Jun 2007 03:54:11 GMT

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Screens would help.

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?

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

Jamie

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.

Subject: Re: Texturing problem

Posted by BlueThen on Sun, 03 Jun 2007 18:15:32 GMT

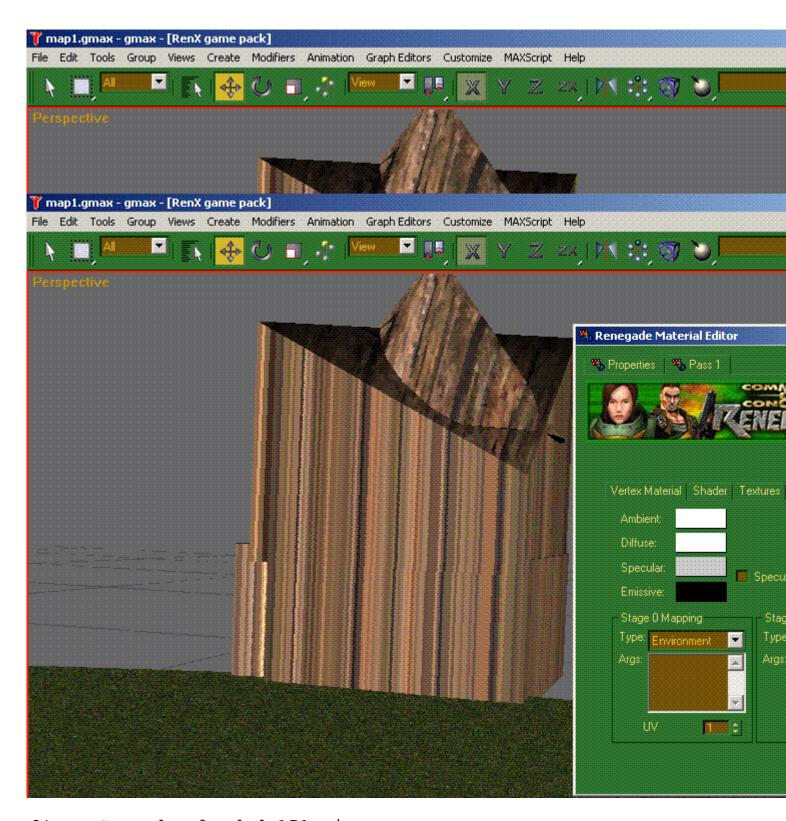
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nvm fixed it.\

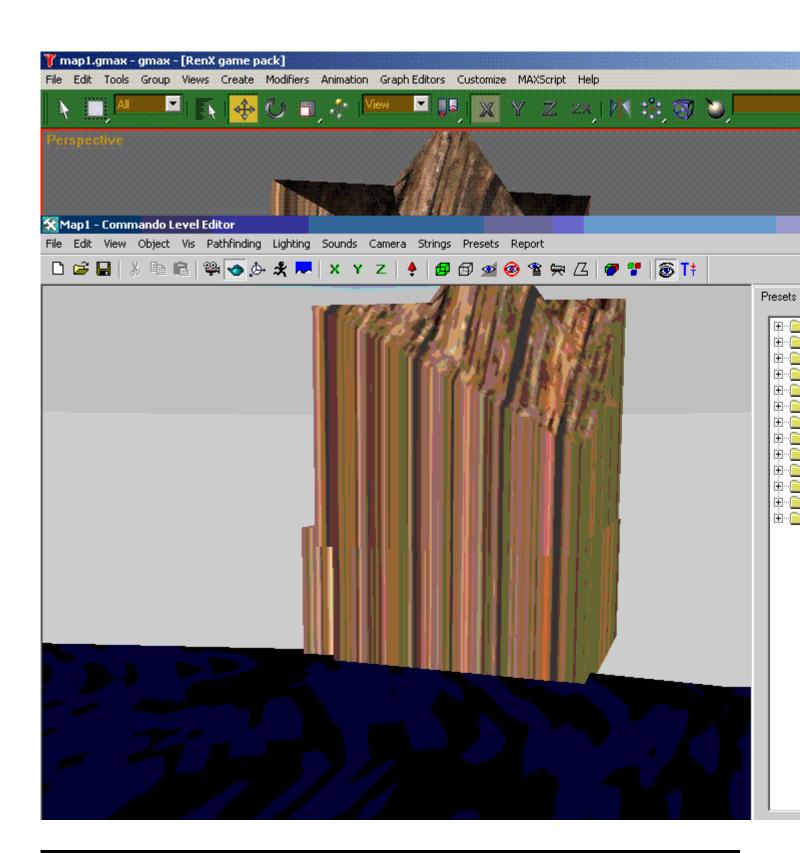
(Sorry for the double posting...)

File Attachments

1) Renx.GIF, downloaded 170 times



2) LE.GIF, downloaded 151 times



Subject: Re: Texturing problem

Posted by Gen_Blacky on Sun, 03 Jun 2007 20:40:13 GMT

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