
Subject: Texture Bug

Posted by [Spike](#) on Sat, 06 Sep 2008 19:59:37 GMT

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I was working on a map for fun over the last couple of days and I just got one of the two old familiar errors I never figured out how to fix.

The texture looks just fine in Renx but when I put it into LE it becomes stretched for some reason and I can't figure out what is causing it.

Example

<http://i1111.photobucket.com/albums/n138/Sn0boardrdude/Renx.jpg>

This has happened in several places with the same texture, in most places it appears as it should however. Any help would be appreciated.

-Thanks

Subject: Re: Texture Bug

Posted by [mr£Ä\\$Ä-z](#) on Sat, 06 Sep 2008 20:19:12 GMT

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Maybe you putted the Walls/Boxes etc to much down (they go throught the bottom)

Just place the wall a bit up

Subject: Re: Texture Bug

Posted by [Spike](#) on Sat, 06 Sep 2008 20:45:51 GMT

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madrackz wrote on Sat, 06 September 2008 16:19 Maybe you putted the Walls/Boxes etc to much down (they go throught the bottom)

Just place the wall a bit up

Huh? If you mean something is sticking down through the celing, there isn't. It's just stretched with this texture on this object, if I use another texture it looks fine for some reason. But this texture also looks allright in other places sometimes, but not always. I'm not sure what would cause this.

Example2

<http://i1111.photobucket.com/albums/n138/Sn0boardrdude/Renx2.jpg>

This is the texture working in one place, but not in another. These are on the same map, with the

exact same texture settings applied.

Subject: Re: Texture Bug

Posted by [saberhawk](#) on Sat, 06 Sep 2008 23:02:33 GMT

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Spike wrote on Sat, 06 September 2008 15:45madrackz wrote on Sat, 06 September 2008 16:19Maybe you putted the Walls/Boxes etc to much down (they go throught the bottom)

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Example2

<http://i1111.photobucket.com/albums/n138/Sn0boardrdude/Renx2.jpg>

This is the texture working in one place, but not in another. These are on the same map, with the exact same texture settings applied.

Make sure the texture settings are set to "wrap" and not "clamp"

Subject: Re: Texture Bug

Posted by [Spike](#) on Sat, 06 Sep 2008 23:24:34 GMT

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Hmm, none of the clamp settings are on, though I don't see anywhere that it says wrap.

I can't imagine it being the texture settings that are messed up because I can copy the setting exactly with the "Get Renegade Material" button, use it on something else, and have it work. I've tried making it again several times fresh but the same problem. As far as I can see there is no reason for the problem, which is why I've never been able to fix it. =(

Subject: Re: Texture Bug

Posted by [Mauler](#) on Sat, 06 Sep 2008 23:49:54 GMT

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If you can post a link to your gmax file, then i can have a look at it!..

Subject: Re: Texture Bug

Posted by [Spike](#) on Sun, 07 Sep 2008 00:05:02 GMT

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I uploaded it to a site because I couldn't seem to post it to this.
<http://www.mediafire.com/?dmdn3zjl3vy>

ent_cel is the object I've been trying to fix, the problem also occurs on the ceilings all along the wall, and slightly on the p_main ramp. (And other places I have yet to notice I'm sure)

Subject: Re: Texture Bug

Posted by [Spike](#) on Sun, 07 Sep 2008 00:06:26 GMT

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And yes, I know it's a lot of polys, it's for me to play with AI scripts on. =)

Subject: Re: Texture Bug

Posted by [Mauler](#) on Sun, 07 Sep 2008 00:46:04 GMT

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Well checked it out, loads fine in W3dView and LevelEdit.. my suggestion is rename the material on the Ent_Cell mesh and any other mesh your having problems with and reapply UVW maps to the said meshes, rename your W3D file on on export if you haven't already done that already..

Subject: Re: Texture Bug

Posted by [Mauler](#) on Sun, 07 Sep 2008 01:16:16 GMT

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there seems to be some kind of conflict with that texture and the problem meshes... my only solution is to simply change the texture to a different one seeing its the only way it displays properly

Subject: Re: Texture Bug

Posted by [Spike](#) on Sun, 07 Sep 2008 01:22:52 GMT

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After having tried everything else, I renamed the texture itself and saved it as another file. This seems to have worked. =)

Thanks all

Subject: Re: Texture Bug
Posted by [samous](#) on Fri, 12 Sep 2008 03:07:07 GMT
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lol, suprised that worked, lol. Is there any chance you can release your map when your done, looks pro ?
