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Subject: Obelisk Problem

Posted by [slosha](#) on Wed, 25 Feb 2009 04:25:50 GMT

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In skinning the obelisk, the texture always comes out darker than normal. Does anyone know why this is happening and what I can do to fix it. I've been able to make it work the right way but I think that is just luck. Maybe it's updated scripts, I'm not sure. If any help is possible, please let me know.

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Subject: Re: Obelisk Problem

Posted by [nuker7738](#) on Wed, 25 Feb 2009 05:05:59 GMT

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that's just the game being the game, really. That is actually quite typical of all games, especially if there are weather and lighting conditions like in Ren, and also if you have customized your brightness and gamma correction.

Just make your texture slightly lighter. If you suspect that it is because the gamma on your game and the gamma on your desktop are different then each other just leave it or change your gamma to make it slightly brighter.

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Subject: Re: Obelisk Problem

Posted by [slosha](#) on Thu, 26 Feb 2009 04:55:39 GMT

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yeah i've tried that.. i'm trying to make a steel looking texture like i've release in the past, again. even pitch white doesn't even help

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