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Subject: problem with weapon

Posted by [JsxKeule](#) on Sun, 30 Aug 2009 18:23:48 GMT

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hey i got a problem with a weapon  
a friend of me made a sniper rifle  
in his game it looked pwnage  
and in my w3d viewer too  
but in my ren it looks not that good  
Toggle Spoiler

anyone know how to solve that problem??

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#### File Attachments

1) [snip w3d.jpg](#), downloaded 1022 times



- Materials
- Mesh
- Hierarchy
  - F\_GM\_RIFL
- H-LOD
- Mesh Collection
- Aggregate
- Emitter
- Primitives
- Sounds



Object controls

A panel titled "Object controls" with a close button. It contains four red icons: a left-pointing arrow, an up-pointing arrow, a right-pointing arrow, and a 3D rotation handle.

2) [snip.jpg](#), downloaded 1048 times



Subject: Re: problem with weapon  
Posted by [ErroR](#) on Sun, 30 Aug 2009 18:30:56 GMT  
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laser?

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Subject: Re: problem with weapon  
Posted by [JsxKeule](#) on Sun, 30 Aug 2009 18:33:38 GMT  
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too but look at the texture

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Subject: Re: problem with weapon  
Posted by [ErroR](#) on Sun, 30 Aug 2009 18:35:13 GMT  
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try to reimport and retexture it

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Subject: Re: problem with weapon  
Posted by [JsxKeule](#) on Sun, 30 Aug 2009 18:41:28 GMT  
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when i retexture it then the texture appears in renx but ingame it still looks the same

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Subject: Re: problem with weapon  
Posted by [ErroR](#) on Sun, 30 Aug 2009 18:48:41 GMT  
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no idea really

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Subject: Re: problem with weapon  
Posted by [GrimmNL](#) on Sun, 30 Aug 2009 21:08:55 GMT  
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are you sure all your graphicsettings are turned up?

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Subject: Re: problem with weapon  
Posted by [renalpha](#) on Sun, 30 Aug 2009 22:46:03 GMT  
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renhelp.net the answer to all your questions.

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Subject: Re: problem with weapon  
Posted by [Gen\\_Blacky](#) on Mon, 31 Aug 2009 02:07:26 GMT  
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renalpha wrote on Sun, 30 August 2009 17:46renhelp.net the answer to all your questions.

what renhelp.net , its gone

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Subject: Re: problem with weapon  
Posted by [FeaR](#) on Tue, 01 Sep 2009 22:25:33 GMT  
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Gen\_Blacky wrote on Sun, 30 August 2009 21:07renalpha wrote on Sun, 30 August 2009 17:46renhelp.net the answer to all your questions.

what renhelp.net , its gone

there is a new renhelp

<http://renegadehelp.net>

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Subject: Re: problem with weapon  
Posted by [Gen\\_Blacky](#) on Wed, 02 Sep 2009 00:14:31 GMT  
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Spacer wrote on Tue, 01 September 2009 17:25Gen\_Blacky wrote on Sun, 30 August 2009 21:07renalpha wrote on Sun, 30 August 2009 17:46renhelp.net the answer to all your questions.

what renhelp.net , its gone

there is a new renhelp

<http://renegadehelp.net>

I demand old be put back up lol

Edit:

Back on topic

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are you using tga or .dds format

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Subject: Re: problem with weapon  
Posted by [JsxKeule](#) on Wed, 02 Sep 2009 04:35:58 GMT  
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its a tga format  
and i sent the weapon to anothere friend and its working on his pc

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Subject: Re: problem with weapon  
Posted by [Gen\\_Blacky](#) on Wed, 02 Sep 2009 05:53:50 GMT  
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try changing your renegades light settings or texture filter in wwconfig.exe. If that don't work try resaving the texture as a 24 bit .tga or what ever.

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Subject: Re: problem with weapon  
Posted by [Dreganius](#) on Wed, 02 Sep 2009 12:45:54 GMT  
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It was only a matter of time before someone asked this:

Will this be released?

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Subject: Re: problem with weapon  
Posted by [CarrierII](#) on Wed, 02 Sep 2009 14:03:35 GMT  
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Have you got some files of the same name causing it to load the wrong textures?

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Subject: Re: problem with weapon  
Posted by [JsxKeule](#) on Wed, 02 Sep 2009 14:39:38 GMT  
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nope nothing  
its everything ok  
there should be no failure

---

cause it loads for everyone else

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Subject: Re: problem with weapon  
Posted by [Gen\\_Blacky](#) on Wed, 02 Sep 2009 21:39:22 GMT  
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try using a .dds

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Subject: Re: problem with weapon  
Posted by [JsxKeule](#) on Thu, 03 Sep 2009 04:20:38 GMT  
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hmm cant save the texture as a dds file  
500 messages

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Subject: Re: problem with weapon  
Posted by [Gen\\_Blacky](#) on Thu, 03 Sep 2009 04:55:09 GMT  
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texture size needs to be the same width and height

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Subject: Re: problem with weapon  
Posted by [JsxKeule](#) on Thu, 03 Sep 2009 13:38:05 GMT  
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hmm strange now it works xD

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Subject: Re: problem with weapon  
Posted by [Vaati19](#) on Thu, 03 Sep 2009 13:39:44 GMT  
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looks nice

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