
Subject: Changing the axis of rotation in gmax/renx
Posted by [Anonymous](#) on Fri, 03 Jan 2003 17:48:00 GMT
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Here's a few to start off with.....i tried to contact you greg but i still havent got a response or a forwarding addy. from my e-mail to Mr.

rubyor. _____ Invalid TGA format used in
C:\~\MCT_wep-atr.tga - only 24 and 32 bit formats should be used!Invalid TGA format used in
C:\~\ply-gradient.tga - only 24 and 32 bit formats should be used!Invalid texture size,scaling
required. Texture: C:\PROGRAM
FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\C&C_"mapname"\terrain\building interior
tiles_multiplay\mp - gdi weapons factory\gdflor-gdi.tga, size:223 x 256 -> 256 x 256Invalid TGA
format used in C:\~\MCT_con-ref-hnd.tga - only 24 and 32 bit formats should be used!Invalid TGA
format used in C:\~\bar_pct_master.tga - only 24 and 32 bit formats should be used!Invalid TGA
format used in C:\~\agd_pct_master.tga - only 24 and 32 bit formats should be used!Invalid TGA
format used in C:\~\ref_pct_master.tga - only 24 and 32 bit formats should be used!Invalid TGA
format used in C:\~\atr_pct_master.tga - only 24 and 32 bit formats should be used!Invalid TGA
format used in C:\~\MCT_weap-atr.tga - only 24 and 32 bit formats should be used!Invalid TGA
format used in C:\~\lob_clr_arw.tga - only 24 and 32 bit formats should be used!Invalid TGA format
used in C:\~\MCT_con-ref-hnd.tga - only 24 and 32 bit formats should be
used!_____there's a few others but i cant

remember what they were....a couple more that need scaled.....and at least one more pct master
that needs the colordepth changed.Hope you can straighten out the colordepths for the next
patch.Eric.P.S.....please e-mail me as i do have some things i need to discuss with you about
what can and cannot be released graphics wise from the multiplayer and single play maps.....i do
now have the ability to import and export the w3d file format to any format i wish.....i do have a
limited amount of animation bones exporting i can do depending on the depth of the
hirearchy...but it doesnt matter with terrain and landscape meshes.....and i already had a crash
course in how to create and apply bones to a mesh that had been filleted of all it's bones.....i'm
sticking with .3ds,.x{directx},ms3d,and .gmax.Please e-mail me Greg....i dont stop by here that
much any more.