Subject: HumTOW by SgtMay - Texture appearing as Black?
Posted by WNxCABAL on Tue, 14 Dec 2004 22:16:36 GMT
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Well, Boys & Girls, Children of all ages, I have solved the issue.
In the download of the HumTOW, you just get the TGA files don't you?
Well, Andy here has gone through many, many ways to fix this problem.
I have tried:
- removing any map which contains city (apart from the WW made ones)
- adding the texture files to the data directory
- overwriting the texture files just in case they were corrupt

But the it occured to me.
WHAT IF the textures were in DDS format?
So I convert the textures.
And Wham Bam Strawberry Jam.
w00t, it now appears in the game.

Let that be a good tip for map making with extra fanmade vehicles:
If your vehicle is black, convert the textures from TGA to DDS!

C Ya

Andy