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Subject: Another texture problem, yay!

Posted by [Naamloos](#) on Tue, 15 Mar 2005 15:13:06 GMT

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The "main" terrain and cliffs are attached. All textures look fine in renX but inside W3D viewer they look like that.

They both have 2 passes but the cliff only has 1 used one, the other pass it has is un used (box unchecked and no texture attached).

I had no choise, i had to do this or i else it would look like shit (yes even worse than it already goes).

Need help

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