
Subject: Re: i saw strange thyngies on rene
Posted by [Veyrdite](#) on Sun, 03 Dec 2006 00:35:08 GMT
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the ss that was taken and then crashed the game, did the textures move when you moved? that would than be a texture pass problem,(try making a level in renx with 3 passes, all the same type (opaque) and otherwise set them up normally with different textures, then export it. than you'll know what i mean by moving textures) the image looks like the multiplayer loading screen, if its just one quarter of the image you have the same problem as what i explained earlier on this subject. if there seem to be 4 passes then the images (all 4 of them, as the multiplayer load screen is split into 4) have somehow mixed with the terrain.

when you do the multi-pass bit, select yes on all the boxes popping up when exporting. if the textures did move then your game is guaranteed to cra\$h, unless the game is on min quality and you have 50 raedons.

sorry if i made a mistake in the middle of that
