
Subject: Evil Texture "error" >:(
Posted by [Naamloos](#) on Thu, 23 Sep 2004 17:39:12 GMT
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I asked this question on RA forums some time ago but the topic was old and auto deleted (i think).

So since i got it again and "forgot" the answer...

<http://www.n00bstories.com/image.view.php?id=1033953478>

This happened after vertex painting it... help me please...

Subject: Evil Texture "error" >:(
Posted by [Genocide](#) on Thu, 23 Sep 2004 18:12:46 GMT
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I think i know what you have done wrong,

1. Select terrain and press "M" (Which brings up Renegade Material Editor)
2. On the properties tab click the checkbox that says "Static Sorting Level".
3. Any other object using Vertex Paint should also have this ticked, it helps light functions and ofcourse conflicts like you have shown.

If this doesnt work you could be applying more than 2 passes without doing it correctly, this will also cause that error to occur.

I hope this helps you.

Subject: Evil Texture "error" >:(
Posted by [Naamloos](#) on Thu, 23 Sep 2004 18:37:23 GMT
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I am using 2 passes.

I use the tutorial at renhelp about this.

Ill re-do the texture part then... see what happens then.

Edit: lol i did what you sead but with 2 passes, the terrain is completely black

Subject: Evil Texture "error" >:(
Posted by [Spice](#) on Thu, 23 Sep 2004 18:42:30 GMT
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Pass 1: Opaque
Pass 2: Alpha Blend

Make sure on pass two the ambient and diffuse are turn to a lighter grey or white. Or it will appear black.

Subject: Evil Texture "error" >:(
Posted by [Hav0c](#) on Thu, 23 Sep 2004 18:44:05 GMT
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Tick the VAplha box in w3d tools aswell, if the terrain is still all black.

Subject: Evil Texture "error" >:(
Posted by [Naamloos](#) on Thu, 23 Sep 2004 19:07:46 GMT
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Thanks!

I had:

Pass 1: Alpha Blend
Pass 2: Opaque

:rolleyes:

Now i can start working on it again
