Subject: Texturing Problem...Im aint doing well today...
Posted by Aimbots on Sun, 10 Oct 2004 17:18:06 GMT
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im getting this when i open my map in level edit, these black bits are appearing everywhere and everything changing colour

Subject: Texturing Problem...Im aint doing well today...
Posted by Oblivion165 on Sun, 10 Oct 2004 20:35:19 GMT
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looks like you have negative meshes. Did you pull any meshes through another plane?

Subject: Texturing Problem...Im aint doing well today...
Posted by Oblivion165 on Sun, 10 Oct 2004 20:41:09 GMT
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oblivion165looks like you have negative meshes. Did you pull any meshes through another plane?

EDIT: You can also try a Compute Vertex Solve in LevelEdit

Subject: Texturing Problem...Im aint doing well today...
Posted by Naamloos on Sun, 10 Oct 2004 21:29:19 GMT
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I had this a few times...

http://www.renegadeforums.com/viewtopic.php?t=12210

Maybe that helps....

Subject: Texturing Problem...Im aint doing well today...
Posted by CnCsoldier08 on Mon, 11 Oct 2004 00:32:13 GMT
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Is pass 2 alpha blend...I saw this happen when Pass 1 was set to Alpha Blend.