Subject: Black Textures
Posted by Anonymous on Thu, 24 Oct 2002 11:15:00 GMT
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I am trying to add textures but everytime I do they come up black in Level Editor(commando). The textures on the buildings I imported from buildings-setup.gmax look fine, but every one I apply to anything object I make is black. I have tried adding lighting and changing the opacity options. This is driving me crazy as I am somewhat proficent in 3DSMAX. Any Ideas?On a side note - When I pull up the material editor in RENX(GMAX) and click the "get renegade material" or the "display material navigator" buttons, the material editor goes nuts. The navigator disappears when clicked on. When I go to Pass 1/Textures and click none to choose a texture, the browser doesn't appear untill I click on the material editor again. I have tried this on 3 differnt pcs with 3 different copies on gmax and had the same results. Does this happen to any of you?   Thanks. KroniKKNG

Subject: Black Textures
Posted by Anonymous on Fri, 25 Oct 2002 00:50:00 GMT
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The material properties for the pass you are on is black. And you wouldn't normally notice it unless your mesh is large and you are trying to do alpha blending. So my suggestion is to change the color of the pass that is "Diffuse: Black" and "Ambient: Black" to all white like the other.

Subject: Black Textures
Posted by Anonymous on Fri, 25 Oct 2002 00:53:00 GMT
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Tricks for the material toolset are as follows:No matter what, apply a material to the mesh with the total amount of passes you need. So if you know that you're doing only 1 pass then assign only 1. If you are doing 2 then do 2.Once you've applied the material you can select separate polys/faces and apply a second material to the mesh. As soon as you hit apply and close the box, You'll have to save your .gmax and re-open it to get the materials to be viewed correctly in the material toolset.There are a few more, but I don't have time to list them. I hope that helps you for now.