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Subject: vehicle is white.....

Posted by [Anonymous](#) on Thu, 14 Nov 2002 14:03:00 GMT

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When i export my vehicle into W3D viewer the main chassis appears white, but all teh other textures are working fine. What is going on?

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Subject: vehicle is white.....

Posted by [Anonymous](#) on Thu, 14 Nov 2002 14:10:00 GMT

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are all of your textures in the main folder make sure that the one what is messing is there and it is in The corect format. make sure there were no errors while placing it there

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Subject: vehicle is white.....

Posted by [Anonymous](#) on Thu, 14 Nov 2002 14:16:00 GMT

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Well, the main texture was extracted form the Always.dat file, so i know that there are not any errors in it. All the textures are in the same folder as the exported file.

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Subject: vehicle is white.....

Posted by [Anonymous](#) on Thu, 14 Nov 2002 16:19:00 GMT

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Ugh, morons responding to W3D Viewer questions...Set the texture path found in File > Texture Path to wherever your textures for the model are located. The best thing to do is use a large depot folder to put all of your textures in.

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Subject: vehicle is white.....

Posted by [Anonymous](#) on Thu, 14 Nov 2002 16:52:00 GMT

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quote:Originally posted by aircraftkiller2001:Ugh, morons responding to W3D Viewer questions...Set the texture path found in File > Texture Path to wherever your textures for the model are located. The best thing to do is use a large depot folder to put all of your textures in.The faster i get this model done, the happier YOU will be, [ November 14, 2002, 16:53: Message edited by: Gernader8 ]

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Subject: vehicle is white.....

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Posted by [Anonymous](#) on Thu, 14 Nov 2002 17:17:00 GMT

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Fixed it myself.....problem was really screwy

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