Subject: My Map
Posted by Anonymous on Sun, 01 Dec 2002 13:18:00 GMT
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When I export my map into LevelEdit, all the textures are there and dandy.   But when i export my map into Renegade and play it, the background texture (Grass) (the painted-on txture is dirt)is replaces by black. What do I do?   ?   ?

Subject: My Map
Posted by Anonymous on Sun, 01 Dec 2002 13:23:00 GMT
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Go back to Renx and open up material Editor, go under each tab where the black and white squares are.... click on the black squares and make them white using the little bar thing...

Subject: My Map
Posted by Anonymous on Sun, 01 Dec 2002 14:43:00 GMT
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quote:Originally posted by Laser2150:Go back to Renx and open up material Editor, go under each tab where the black and white squares are.... click on the black squares and make them white using the little bar thing...ahh, so technical....

Subject: My Map
Posted by Anonymous on Sun, 01 Dec 2002 16:20:00 GMT
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quote:Originally posted by maytridy:When I export my map into LevelEdit, all the textures are there and dandy.   But when i export my map into Renegade and play it, the background texture (Grass) (the painted-on txture is dirt)is replaces by black. What do I do?   ?   ?Try computing the vetix light solve, and or change the ambient light on the grass texture's pass