
Subject: Black Textures?

Posted by [BlazeDragoon](#) on Sun, 05 Feb 2006 15:12:24 GMT

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I'm having a problem with a map I'm working on, with including new vehicles. For some reason when I export it as a .mix some of the vehicles textures come out as nothing but pure black BUT if I export it as a .pkg it works just fine. I'm having these on the tow humvee made by sgtmay, and another tank that I forget. Anyone have any idea why or how I can fix it? Rest of the vehicles work fine with the textures in .mix... just not those two.

Also having a problem with the HoverMRLS not letting me in on the .mix, but will just fine on the .pkg.

Thanks in advanced:D.

Subject: Re: Black Textures?

Posted by [rm5248](#) on Sun, 05 Feb 2006 15:53:06 GMT

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It sounds like you don't have the correct files in the data folder, or it could be that the map has a problem with another map in the data folder.

Subject: Re: Black Textures?

Posted by [Oblivion165](#) on Sun, 05 Feb 2006 16:09:43 GMT

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Usually when I get a black texture it means I forgot to save as a tga.

I would inject the mix with your textures folder.

Subject: Re: Black Textures?

Posted by [JeepRubi](#) on Sun, 05 Feb 2006 16:26:54 GMT

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Sometimes your always dat gets corrupted. If your putting maps, skins and other things in and out of your data folder your always.dat can slowly get corrupted. Textures start going black on certain maps, loading takes longer ect. Reinstalling Renegade should fix the problem.

Subject: Re: Black Textures?

Posted by [BlazeDragoon](#) on Sun, 05 Feb 2006 18:26:47 GMT

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Oblivion165 wrote on Sun, 05 February 2006 10:09 Usually when i get a black texture it means i forgot to save as a tga.

I would inject the mix with your textures folder.

Thanks for all the advice I'll try them out, as of for this I've done it. I just don't get why it works in the .pkg but not the .mix :S. Also rm whatcha mean has a problem with another map in the folder o.O?

Anyone have any ideas on the HoverMRLS issue?

Subject: Re: Black Textures?

Posted by [Oblivion165](#) on Sun, 05 Feb 2006 18:39:26 GMT

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Yeah, a PKG is a safe way to go, not much can go wrong with one. I would compare the inards of the two, see whats being different.

Subject: Re: Black Textures?

Posted by [NeoSaber](#) on Sun, 05 Feb 2006 20:25:19 GMT

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BlazeDragoon wrote on Sun, 05 February 2006 13:26 Thanks for all the advice I'll try them out, as of for this I've done it. I just don't get why it works in the .pkg but not the .mix :S. Also rm whatcha mean has a problem with another map in the folder o.O?

If two different .mix files include textures that have the same names, they can conflict and cause models to appear black. I see it happen a lot when I put together Renegade Alert internal alpha tests and forget to rename things. New vehicle textures that share names with old textures can cause vehicles to show up black in game.

Subject: Re: Black Textures?

Posted by [BlazeDragoon](#) on Mon, 06 Feb 2006 00:04:16 GMT

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Yea I figured out the issue a few mins ago thanks for the advice everyone:), I think I have an idea to solve my HoverMRLS issue as well.

Subject: Re: Black Textures?

Posted by [Titan1x77](#) on Mon, 06 Feb 2006 01:46:21 GMT

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NeoSaber wrote on Sun, 05 February 2006 15:25 BlazeDragoon wrote on Sun, 05 February 2006

13:26 Thanks for all the advice I'll try them out, as for this I've done it. I just don't get why it works in the .pkg but not the .mix :S. Also rm whatcha mean has a problem with another map in the folder o.O?

If two different .mix files include textures that have the same names, they can conflict and cause models to appear black. I see it happen a lot when I put together Renegade Alert internal alpha tests and forget to rename things. New vehicle textures that share names with old textures can cause vehicles to show up black in game.

Yea, and in this case someone messed with sgt. may's textures in city_flying_se.... Happens on the advanced humvee if it's on the data folder and in this case the gdi turret and hmrls.... if it's the exact same texture it doesn't usually happen it's when it's edited and named the same.

This has always been a problem with Renegade.... reading from other folders/.mix files.... half the reason cheating was so easy... and probably still is.

I know the problem was solved already but, blaze.... you should make sure it's pointed out that this was what solved it... so people can use the search function and find the solution.
