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Subject: textures

Posted by [Anonymous](#) on Thu, 30 Jan 2003 13:00:00 GMT

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quote:Originally posted by Taximes:If the texture was missing, it would've been a Westwood texture, not black.Your problem is probably something with the Alpha, try checking VAlpha on the object, and if you used alpha blending, make sure the material shader type is set to Alpha Blend.Well, I didn't think so, but I just wanted to make sure that he had it included.

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Subject: textures

Posted by [Anonymous](#) on Thu, 30 Jan 2003 13:06:00 GMT

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quote:did you use a .tga image for the texture? no its bmp....need tga?wall look at the idays... and no alpha blendingTY!

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Subject: textures

Posted by [Anonymous](#) on Thu, 30 Jan 2003 13:09:00 GMT

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quote:Originally posted by Davey98: quote:did you use a .tga image for the texture? no its bmp....need tga?wall look at the idays... and no alpha blendingTY! yes - they must be tga's

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Subject: textures

Posted by [Anonymous](#) on Thu, 30 Jan 2003 13:09:00 GMT

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Yeah, it needs to be a TGABTW, nice model!

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Subject: textures

Posted by [Anonymous](#) on Thu, 30 Jan 2003 13:28:00 GMT

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TY!! !!! and i d/l the model(free) im not good at all.. but still fun!!! cua

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Subject: textures

Posted by [Anonymous](#) on Fri, 31 Jan 2003 00:38:00 GMT

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Okay, I have a mad, and I added some custom textures that I need to have in the map. The

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texture displays in Gmax, but in LevelEdit, it turns black. Can anyone help?(pic of it in gmax)<http://pixas.mine.nu/~www/upfolders/upload8/hehe.JPG>davey89

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Subject: textures

Posted by [Anonymous](#) on Fri, 31 Jan 2003 00:39:00 GMT

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Did you include the texture in your map's /level/ folder?

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Subject: textures

Posted by [Anonymous](#) on Fri, 31 Jan 2003 00:40:00 GMT

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waer the w3d is? yes

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Subject: textures

Posted by [Anonymous](#) on Fri, 31 Jan 2003 00:55:00 GMT

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If the texture was missing, it would've been a Westwood texture, not black. Your problem is probably something with the Alpha, try checking VAlpha on the object, and if you used alpha blending, make sure the material shader type is set to Alpha Blend.

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Subject: textures

Posted by [Anonymous](#) on Fri, 31 Jan 2003 00:56:00 GMT

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It has something to do the DXT settings or something like that. Check RenHelp or do a search in the forum for black textures/skins

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Subject: textures

Posted by [Anonymous](#) on Fri, 31 Jan 2003 00:58:00 GMT

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did you use a .tga image for the texture?

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