
Subject: Texturing problem

Posted by [BlueThen](#) on Sat, 02 Jun 2007 19:51:46 GMT

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My textures always turn out black when I add them. I've been trying to a long time now and I still can't get them to show.

Edit: And if I don't use textures.. they often turn out gray.

Subject: Re: Texturing problem

Posted by [BlueThen](#) on Sat, 02 Jun 2007 20:32:50 GMT

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Plus, when I get back to leveledit after saving, everything turns white!

Subject: Re: Texturing problem

Posted by [Viking](#) on Sun, 03 Jun 2007 00:34:38 GMT

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Make sure when you save them they are DDS 5/3/Whatever number it is supposed to be as the original skin.

Subject: Re: Texturing problem

Posted by [jamiejrg](#) on Sun, 03 Jun 2007 03:54:11 GMT

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Screens would help.

Subject: Re: Texturing problem

Posted by [Sn1per74*](#) on Sun, 03 Jun 2007 04:11:02 GMT

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Make sure you have No Alpha [DXT1] checked?

Subject: Re: Texturing problem

Posted by [jamiejrg](#) on Sun, 03 Jun 2007 13:55:49 GMT

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If you created the model in max or gmax make sure the texture is applied there. Make sure that texture is either a tga or a dds. Make sure you have that very same texture in your LE mod folder.

It should then work. You may have to restart LE to get the texture to look right.

Jamie

Subject: Re: Texturing problem
Posted by [BlueThen](#) on Sun, 03 Jun 2007 16:29:21 GMT
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Thanks. I got it to work.

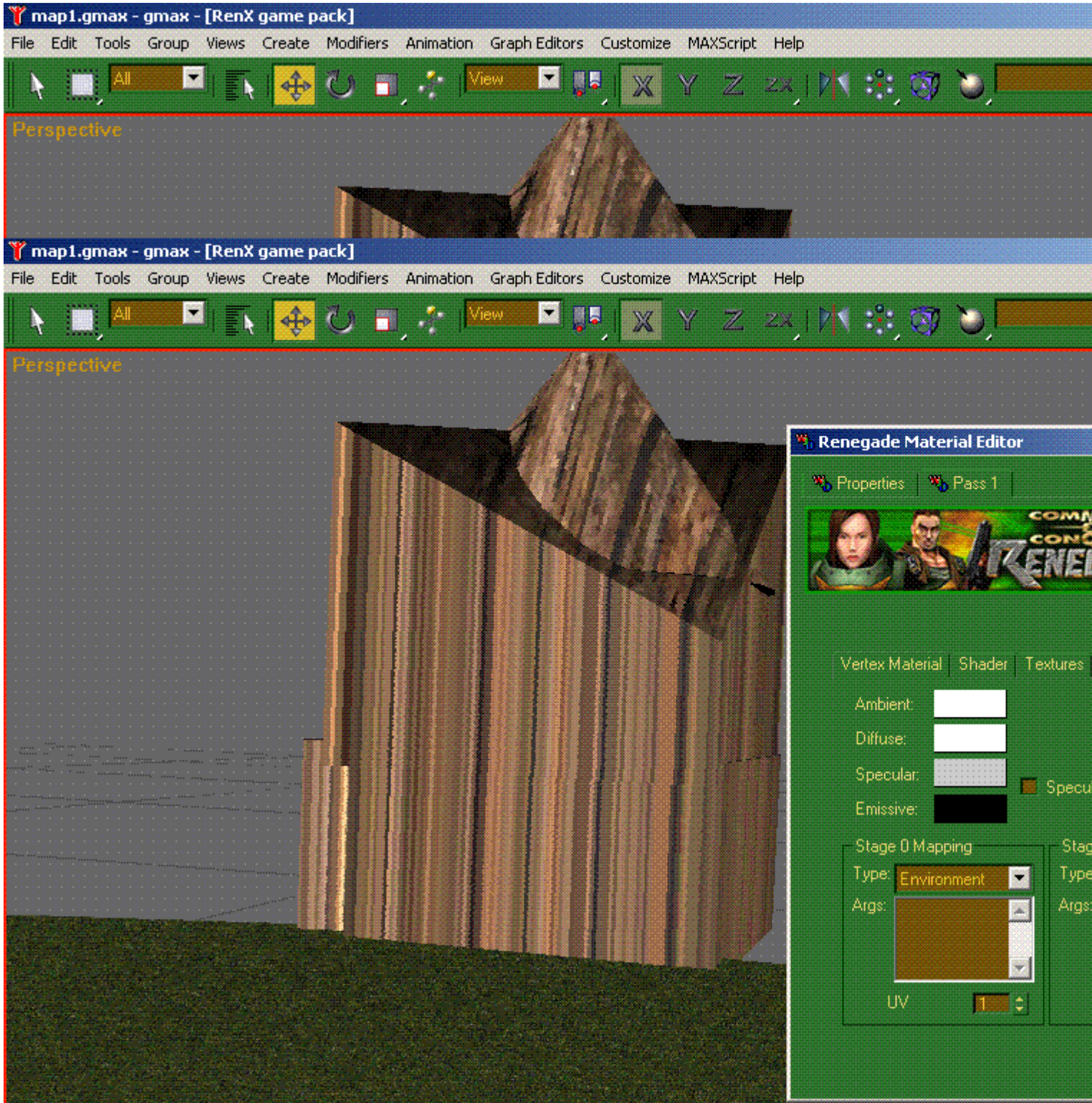
Subject: Re: Texturing problem
Posted by [BlueThen](#) on Sun, 03 Jun 2007 18:15:32 GMT
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nvm fixed it.\

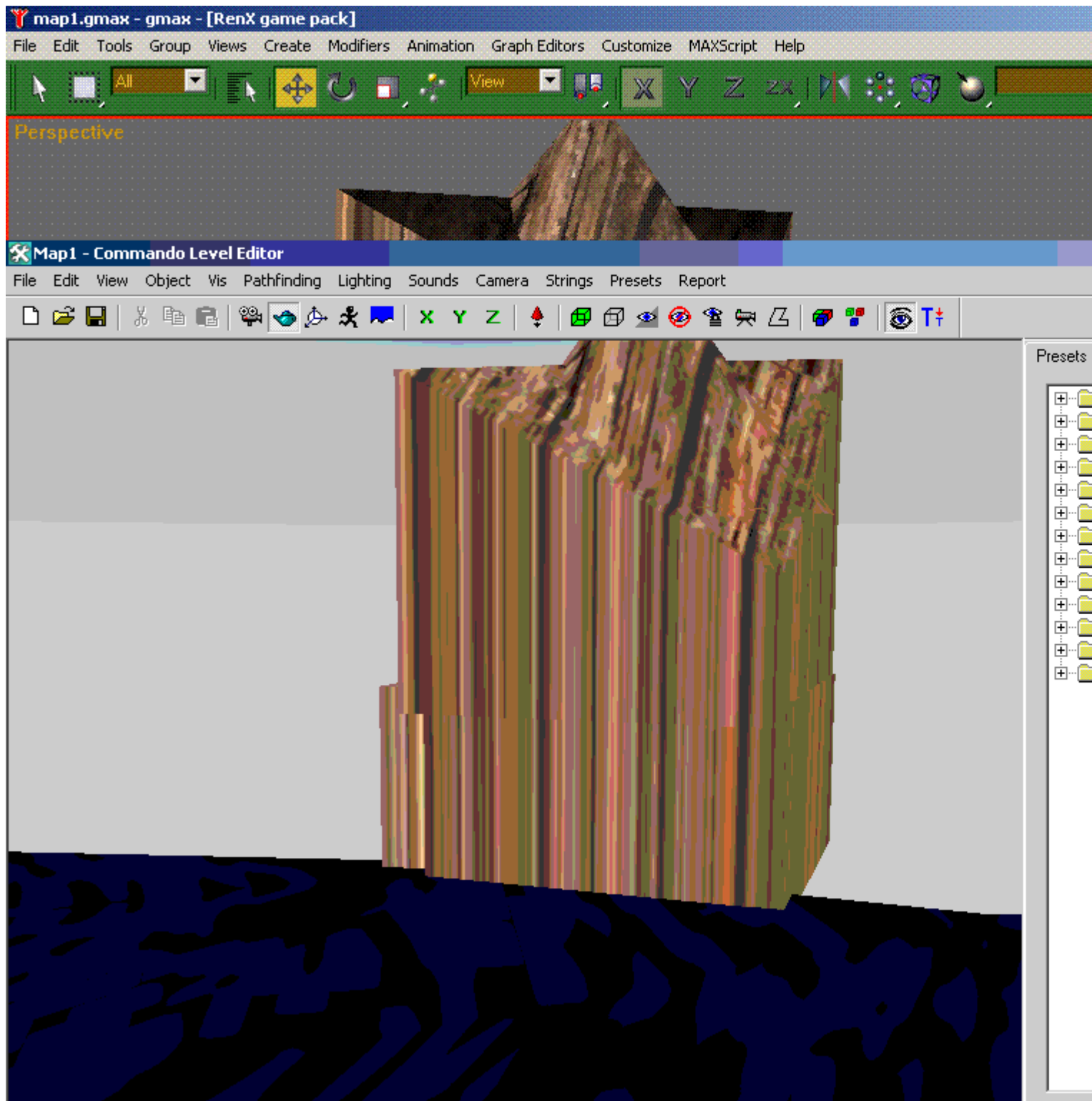
(Sorry for the double posting...)

File Attachments

1) [Renx.GIF](#), downloaded 210 times



2) [LE.GIF](#), downloaded 192 times



Subject: Re: Texturing problem
Posted by [Gen_Blacky](#) on Sun, 03 Jun 2007 20:40:13 GMT
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did you use uvw map ?
