
Subject: Uhh, Okay..

Posted by [Ryu](#) on Mon, 11 Jun 2007 22:54:51 GMT

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So I started working on a little map, Did what this tutorial told me to do.. Map was looking sweet in RenX, Then.. I exported it..

I used some Alpha blending for the Sand trail and used a tutorial on making the water animated.. And Then it messed up..

Also the grass looks way to small.. :/

What did I do wrong Here?

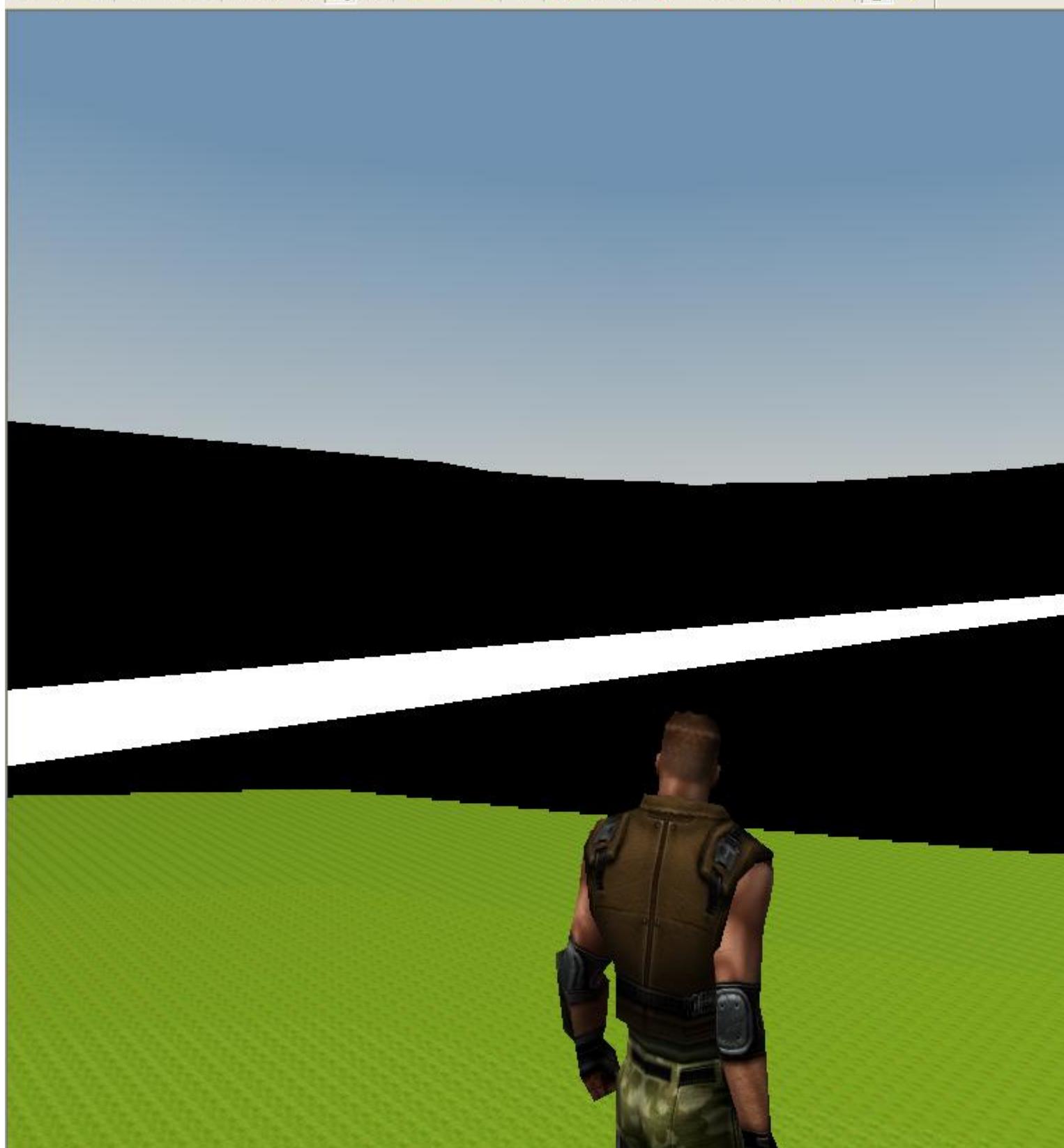
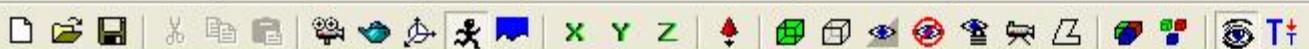
If you need more info on the settings I used in RenX, I'll tell you!

File Attachments

1) [wtf.jpg](#), downloaded 642 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Menu Screen Hits: 0
DirectInput: Init
F:\Projects\Renegade\Code\combat\directinput.cpp (84) Assert: DirectInputLibrary == NULL

Ready

2) [wtf1.jpg](#), downloaded 647 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



```
TimeManager::Update: warning, frame 4655 was slow (2281 ms)
DirectInput: Init
F:\Projects\Renegade\Code\combat\directinput.cpp (84) Assert: DirectInputLibrary == NULL
```

Ready

Subject: Re: Uhh, Okay..

Posted by [Sn1per74*](#) on Mon, 11 Jun 2007 23:36:00 GMT

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In RenX use UVW map and change the number of tiles for the grass.

Subject: Re: Uhh, Okay..

Posted by [Ryu](#) on Tue, 12 Jun 2007 00:20:39 GMT

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Will that make the black surrounding me go away too?

Subject: Re: Uhh, Okay..

Posted by [Sn1per74*](#) on Tue, 12 Jun 2007 01:34:08 GMT

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Just for the grass.....

Subject: Re: Uhh, Okay..

Posted by [nopol10](#) on Tue, 12 Jun 2007 01:38:16 GMT

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Compute Vertex Solve with occlusion and it should work.

Subject: Re: Uhh, Okay..

Posted by [Ryu](#) on Tue, 12 Jun 2007 02:24:32 GMT

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Hmm, Thanks for the suggestions guys, I'll try 'em out now.

Subject: Re: Uhh, Okay..

Posted by [Zion](#) on Tue, 12 Jun 2007 12:10:29 GMT

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Looks like you're not actually touching the ground. Make sure the lowest point of the map is at 0,0,0 in renx.

The blackness stuff i think it because you displayed pass 2 instead of pass 1 on the alpha blend.
'Display' pass 1.

For texture issue, decrease uvw tiling or increase the size of the mapping.

Subject: Re: Uhh, Okay..

Posted by [Ryu](#) on Tue, 12 Jun 2007 20:54:43 GMT

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I already fixed it.. I reduced the black-ness, But the grass looks huge, Tho that could just be the settings I used in the UVW settings.

Oh, I also got the water moving. :yay:

Just my sand trail didn't show.. I guess I have to remake the map. :<

Subject: Re: Uhh, Okay..

Posted by [Blazea58](#) on Wed, 13 Jun 2007 05:20:27 GMT

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The reason why you ever saw the blackness is because in the W3d options you never selected VAlpha within the collision settings. Once you do that anything which has alpha blending will actually show up...

For UVW mapping i suggest you always wtick with a certain number for the entire map unless you have things in the background which you dont plan on beeing visible at close range. Best to use Uvw settings of 8x8x8 or 5x5x5, otherwise for stuff further away use 10- 50 square.

Subject: Re: Uhh, Okay..

Posted by [Ryu](#) on Wed, 13 Jun 2007 05:34:20 GMT

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Thanks for the tips Blazea58.
