Subject: Texture Question
Posted by Sn1per XL on Sun, 05 Apr 2009 00:36:45 GMT
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Hey, it's been a while since I've modded renegade, the last project I was working on was the Star Wars mod, but I doubt anyone remembers it.

Anyway, I had a question about texturing. I am trying to make a 512x512 texture map for a model in renegade, but the original texture map is only 128x128, and when I run renegade with it, it appears black in game. Is there anyway to fix this, or do I have to use the original texture map size?

Subject: Re: Texture Question
Posted by slosha on Sun, 05 Apr 2009 02:16:32 GMT
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I have no idea about this stuff, but I'm guessing you would need to create your own model.. I know what you mean though, they made a lot of bigger stuff use small textures and just stretch them out. It really makes the game look like crap.

Subject: Re: Texture Question
Posted by Gen_Blacky on Sun, 05 Apr 2009 16:27:01 GMT
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yes you have to keep the same size unless you reapply the material with a different size in renx/3dsmax.

Subject: Re: Texture Question
Posted by Sn1per XL on Sun, 05 Apr 2009 23:38:52 GMT
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Well, that sucks, but thanks.

Subject: Re: Texture Question
Posted by Omar007 on Mon, 06 Apr 2009 14:55:37 GMT
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hmm i once changed the renegade background with a different sized one. It turned black (obvious)

When i deleted the original DDS out of the always.dat it showed normally.

I would suggest backing the original up incase you want it back

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Subject: Re: Texture Question
Posted by Di3HardNL on Mon, 06 Apr 2009 15:43:05 GMT
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If that really works then I love you omar

Subject: Re: Texture Question
Posted by Gen_Blacky on Mon, 06 Apr 2009 23:54:04 GMT
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you will get version mismatch and multiplayer servers if you did that.

Subject: Re: Texture Question
Posted by Omar007 on Wed, 08 Apr 2009 09:52:14 GMT
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Even with textures?
didn't noticed that when i changed it

EDIT: I'll check and post if it worked yes or no