
Subject: Level Edit- Base Textures Black??
Posted by [Halo38](#) on Sat, 28 Jun 2003 18:54:01 GMT
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Hi all,

I've been having this problem for a while now (only on some of my maps does this happen) when I load a level that i have previously worked on in level edit, most/all of the base textures on the alpha blended meshes are black??

A quick fix is to delete the meshes in the instances tab and remake it, but i'm curious as to why this happens in the first place? is there something i have done wrong in gmax?

Cheers for your help one and all.

Subject: Level Edit- Base Textures Black??
Posted by [Captkurt](#) on Sat, 28 Jun 2003 18:58:09 GMT
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Does this happen in the Level Editor or RenX?

Subject: Re: Level Edit- Base Textures Black??
Posted by [Halo38](#) on Sat, 28 Jun 2003 19:00:27 GMT
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Halo38when I load a level that i have previously worked on in level edit,

As in open level edit, and click 'open', and select my level

Subject: Re: Level Edit- Base Textures Black??
Posted by [Captkurt](#) on Sat, 28 Jun 2003 19:04:55 GMT
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Halo38Halo38when I load a level that i have previously worked on in level edit,

As in open level edit, and click 'open', and select my level

Do you have the textures stored in your
C:\Program Files\RenegadePublicTools\LevelEdit\Your_maps\EditorCache?

Subject: Level Edit- Base Textures Black??
Posted by [Halo38](#) on Sat, 28 Jun 2003 19:18:47 GMT

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I didn't think you needed the textures used in renegade as level edit loads them from the always.dat

This is the particlar example....

Here i have a mesh with a smooth sand base texture, blended with a ruff sand texture, initally when i clicked make in level edit the textures appeared correctly ... ok, I saved it as a .lvl loaded it up later and i then see the smooth sand texture black, the blended ruff sand is ok as you can see

As i said the only way to fix it i know of is to delete the meshes in the instances tab and remake it.

Subject: Level Edit- Base Textures Black??
Posted by [Captkurt](#) on Sat, 28 Jun 2003 19:22:37 GMT
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I don't know man, but just wondering, if you've ran your lighting? "compute vertex solve?"

Subject: Level Edit- Base Textures Black??
Posted by [Halo38](#) on Sat, 28 Jun 2003 19:29:08 GMT
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No I haven't done that yet, this happens the first and all times i load up a level....

Does anyone else get this problem? i'm trying to find out what causes it but localising the problem is proving difficult.

It's easily fixable but a bit of a pain

Subject: Level Edit- Base Textures Black??
Posted by [Captkurt](#) on Sat, 28 Jun 2003 19:30:50 GMT
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I would just try the vertex solve, then re-save and see if it still does it.

Subject: Level Edit- Base Textures Black??
Posted by [Halo38](#) on Sat, 28 Jun 2003 19:48:16 GMT
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CaptkurtI would just try the vertex solve, then re-save and see if it still does it.

OMFG, it worked

Cheers Captkurt, my green little blobby thing is dancing for you to say thanks.

Subject: Level Edit- Base Textures Black??

Posted by [Captkurt](#) on Sat, 28 Jun 2003 19:50:27 GMT

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Cool, Glad to see things are up and going for you.
