

---

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Spice](#) on Wed, 22 Dec 2004 19:04:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

SeaManEXdeath7Genocide , what textured did you use for the interior of the nod cargo truck? I think only you would know. None are applied in the gmax file or W3d file versions.

From what I remember Geno never finished the interior texture.

You should be using Eric Kearns' cargo truck instead because I think it looks better and Genocide's model was more like a placeholder for until I was able to get the real thing from Eric.

Ok well that leaves everything genocide made for commando boned. I hope you guys like seeing them in-game. I need to fix the nod buggy that Eric Keans made but yout welcome to his hummer and the commando buggy if you want.

Keep in mind after I realease the map I'm using these on ( Hopfully have it donw very soon) I'm realease all the boned vehciles I'm using with credits from respected creators. .

---