Subject: texturing problem...
Posted by R315r4z0r on Mon, 09 Oct 2006 00:44:51 GMT

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Recently, Whenever I make a map with vertex paint, it dosn't work.

I used to do it all the time, now when I load the map in LE, it would suddenly crash to desktop with no warnings, or error messages. One second it would be loading the terrain, the next second I am on my desktop.

I don't understand why this is happening. I'm not using like textures the game dosn't have... (If it dosn't I put it in the editorcache) but I am basicly useing things like L05_Grass.. and stuff...

Has this happend to anyone else? and if so, how can I fix it?