
Subject: Re: Another texture problem grrrr
Posted by [Jerad2142](#) on Tue, 10 Oct 2006 13:38:58 GMT
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I will give you a list of things to check. First we will check the Renegade Material editor:
Pass 1 - all settings default
Pass 2 - Ambient is 0,0,0 (RGB) and Diffuse is 0,0,0. And shader is Alpha Blend.
Make sure that the object has VAlpha checked in W3d Tools.

And here is the one that is probably giving you problems:
In the Level Editor, load the level. Then in the lighting menu choose "Compute Vertex Solve"
check "Check Occlusion" then click "Ok".
