Posted by Blazea58 on Wed, 13 Jun 2007 05:20:27 GMT

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The reason why you ever saw the blackness is because in the W3d options you never selected VAlpha within the collision settings. Once you do that anything which has alpha blending will actually show up...

 For UVW mapping i suggest you always wtick with a certain number for the entire map unlses you have things in the background which you dont plan on beeing visible at close range.
Best to use Uvw settings of 8x8x8 or 5x5x5, otherwise for stuff further away use 10- 50 sqaure.