
Subject: Re: Heightfield Texturing problem
Posted by [bat66wat6](#) on Tue, 13 Nov 2007 22:14:07 GMT
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I did what you said Gen

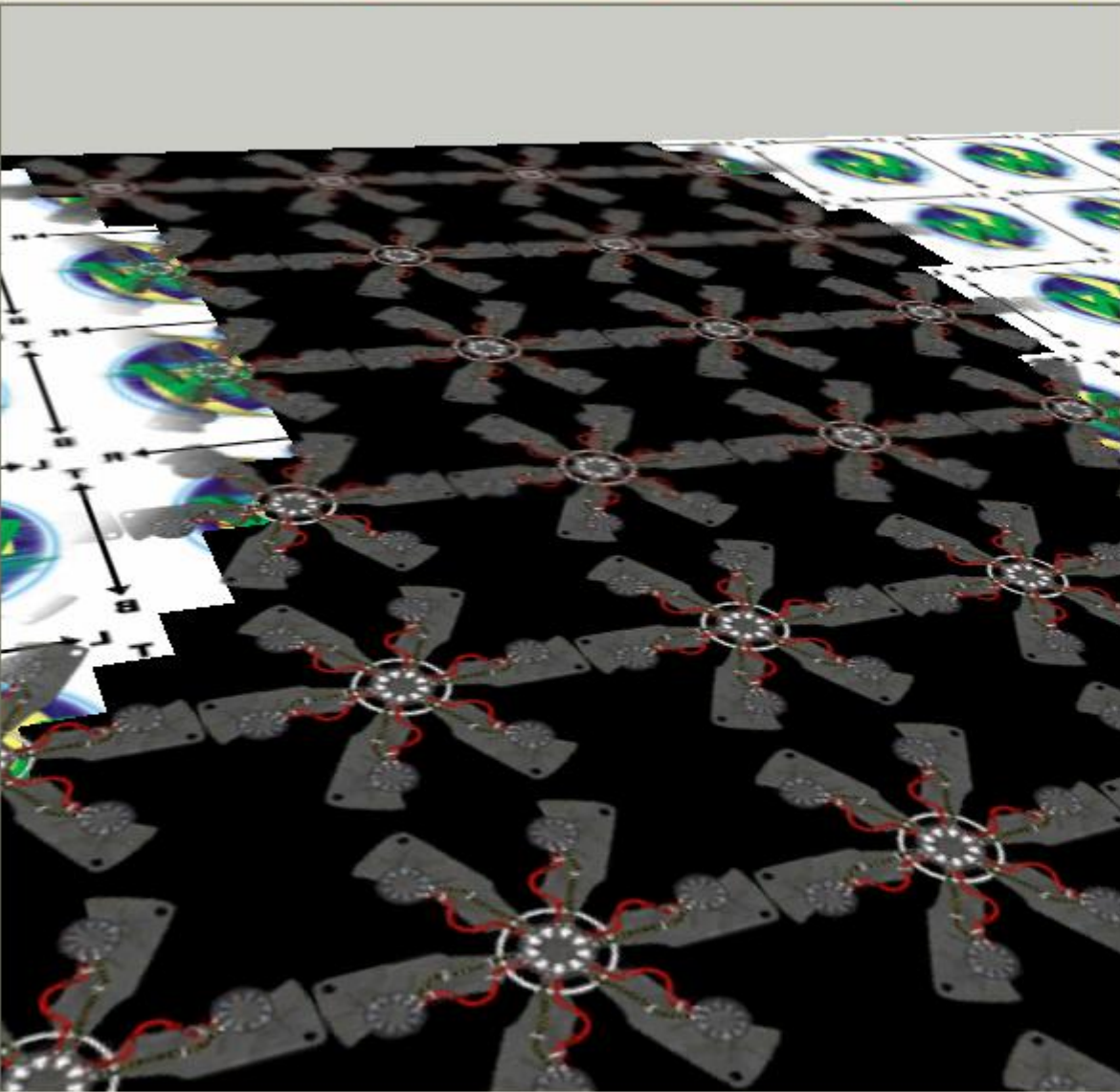
I put the .tga textures in the mod folder. And it still did not work...but i tried a range of textures and wierdly some worked and some didn't!

Like the one i wanted, the grass texture did not work but the Ceilingfan texture did LOL, so did the Tiberium Texture

Here;s an SS if ya wanna take a peak
Please help, this is wierd...simple textures aren't working

File Attachments

1) [Texture SS.JPG](#), downloaded 466 times



Use the controls below to edit this material.

Texture Filename:

UV Mapping

Tiling: meters

Mirror the UVs

Surface Type:

TimeManager::Update: warning, frame 5039 was slow (18238 ms)
 Targa: Failed to open file "ceilingfan.tga"
 TimeManager::Update: warning, frame 5047 was slow (4416 ms)