
Subject: texture glitch?

Posted by [svensmokavich](#) on Wed, 23 Jun 2004 00:30:51 GMT

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it looks like a vis glitch but theres no vis on the map.and i dont c it only other poeple that i send the map too.not all poeple get that,like one had the wheels of his buggy vanish and one had random polys disappearing and reappearing like a vis glitch and textures all messed up

Subject: texture glitch?

Posted by [Spice](#) on Wed, 23 Jun 2004 00:48:29 GMT

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Im not quite sure , can you get any pictures.

Subject: texture glitch?

Posted by [svensmokavich](#) on Wed, 23 Jun 2004 00:54:50 GMT

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i havnt been able to, cuz i dont ever c it ill ask someone but its just like i discribed it,the map dosent have any vis and hardly any textures r use so far.is there anyway it could b the file that is getting currupt during transfer but then i would think this would happen more than just with acouple poeple cuz some of my friends get no probs at all

Subject: texture glitch?

Posted by [Spice](#) on Wed, 23 Jun 2004 00:59:03 GMT

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ok well post them heree. You can upload them via <http://www.n00bstories.com> if you need somewhere to host them.

Sometimes thing like that happen. Usally just re-exporting your project will fix alot of problems.

Subject: texture glitch?

Posted by [svensmokavich](#) on Wed, 23 Jun 2004 01:56:32 GMT

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here r the pics i found but they dont show the extreme glitch on my last map.....<http://modding.renstation.net/index.php?s=9b6560f4d44550b6c34f9dc09d49c8c4&act=ST&f=3&t=924&st=0&>

Subject: texture glitch?

Posted by [Spice](#) on Wed, 23 Jun 2004 02:18:20 GMT

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Hmm Ive never seen anything like that happen before. I believe this has happened to blazer as well. I'm not sure try and re-export Your mod package or mix file. If it works for you maybe you didn't include some things in the mod Editors catch? Make sure all your textures that you made yourself are in the editors Cache and anything else you included that isn't in renegade's always.dat.

Subject: texture glitch?

Posted by [svensmokavich](#) on Wed, 23 Jun 2004 02:27:26 GMT

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no it's not that I don't think this is a really basic map nothing abnormal added and nothing special, if you want to check it out I'll send it to you

Subject: texture glitch?

Posted by [SomeRhino](#) on Thu, 24 Jun 2004 02:05:57 GMT

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Sounds like the polygons aren't getting sorted like they should, because the buggy rims disappear when that happens. Find the console command for polygon sorting ("help" on the console) and enter it to see if that does anything.

Subject: texture glitch?

Posted by [Fabian](#) on Thu, 24 Jun 2004 04:31:47 GMT

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Almost looks like your video card is overheating...

Subject: texture glitch?

Posted by [{DG}Stryder](#) on Thu, 24 Jun 2004 06:14:44 GMT

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...lol okay, SEAL.

Subject: texture glitch?

Posted by [Stank900](#) on Thu, 24 Jun 2004 13:03:39 GMT

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well it has never happened to me well once and with my old graphics card and I got a new one mainly

for renegade

Subject: texture glitch?

Posted by [Tidu](#) on Thu, 24 Jun 2004 14:04:41 GMT

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It has happened to me, but I just open Level Edit again and it'd be fine. But it might have to do with your map because I've only had it happen on one map.

Subject: texture glitch?

Posted by [svensmokavich](#) on Fri, 25 Jun 2004 08:20:50 GMT

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no after pickin titans brain it turned out to b a currrupt texture:(that'll teach ya
