Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 01:41:00 GMT
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I know Im an Idiot, so spare the flameing. LOLI followed both INGROWNLIP and ACK tutorials about Vertex paint textures. My plane has 50 percent of both textures and the paint wand dosnt seem to make those black marks and paint the other pass. its just blending the two textures together, what in the heck am I messing up?I really want this terrain to look nice.and, thanks for the clue about uvw map box for rocks and hills, made it look better.

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 01:53:00 GMT
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Iny, BTW...(If you're shortening it   )I've never had two textures overlap.The only things I can recommend are:Make sure you have the vAlpha option checked.2nd Pass Colors = White like first pass.Use the Vertex sub-object option and select the vertices you want painted. (Hold CTRL to add, ALT to remove) Then change their color to black.Make sure that material is applied to the whole object/selection you want.You may have to run the Vertex light solve to display the textures correctly. (I've had that on occasion)Black is Opaque, White will be Alpha BlendUsually the trasparent layer is the second so make your first opaque. There are more, but I'm not sure if these will help. I couldn't exactly figure out what your problem is.

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 01:57:00 GMT
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Cool Thanks, I missed some of those steps.I did the Lighting Solve in LevelEdit, though

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 09:53:00 GMT
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How can i open a pkg file in Multiplayer practice?

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 10:09:00 GMT
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Just do 1 player LAN. Works the same.

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 10:25:00 GMT
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I a error when I want to open Multiplayer lan:"Unable to initialize LANNo LAN Ip adresses found"

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 10:30:00 GMT
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do you have a network ?

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 10:35:00 GMT
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Yes I have

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 10:42:00 GMT
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hmmmm, is it setup for IPX/SPX or TCP/IP ?

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 10:46:00 GMT
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It's tcpi/ip

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 10:47:00 GMT
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I mean tcp/ip

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 10:48:00 GMT
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ok, in a command prompt type "ipconfig" then press enter. what does it say ?

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 11:00:00 GMT
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Window's IP-ConfriguratieEthernet-adapter Lan verbinding 2:verbindingsspec. DNS achtervoegsel
: Mshome.nerIp
adres...........................:192.268.0.68subnetmasker........................:255.255.255.0Standaardgatrwa
y...................:192.168.0.1

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 11:06:00 GMT
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d4mn, there goes that idea.thats odd, you have an IP address so i dont know whats wrong,i
assume you can access the network ?

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 11:07:00 GMT
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Yes I Can.

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 11:10:00 GMT
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I have Windows Xp.Could that be a problem?

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 11:17:00 GMT
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no I have XP but it works fine.oh what about firewalls ? do you have any setup and have they
been told to allow renegade access to the network ?

Subject: ACK,or INGR. Help PLEASE Vert Paint Question

Posted by Anonymous on Tue, 01 Oct 2002 11:19:00 GMT
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I have Zone Alarm Pro,I alway's shut it down.

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 11:22:00 GMT
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When you play a one person LAN game you must be sure to un-check the Dedicated Sever option or else it wont work. Hope this helps.   Triforce

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Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 11:23:00 GMT
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I never had this problem with windows 98.When I downloaded a map, I put it into The renegade data map.Then open the Lan menu.Now i have window's xp and I alway's get a errorwhen I want to open the Lan Menu.

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 11:24:00 GMT
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shutting it down dont stop it from blocking programs !! I learnt this the hard way !you need to open it and allow renegade to access the network.

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 11:28:00 GMT
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It works When I play renegade With 2 Coputers.But When the computers are not connected to each other then I get that error.

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 11:38:00 GMT
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strange, unless for some reason renegade queries windows if there is a network and windows replies no because it isnt connected, but its always worked for me .. . .strange.sorry i cant think of much us apart from playing it with the comps connected !!

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 11:40:00 GMT
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But is there a way to open pkg files in multiplayer practice?

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 11:52:00 GMT
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dont know, try to search for it

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 16:20:00 GMT
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how do you do 3 textures on 1 plane?

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Tue, 01 Oct 2002 17:41:00 GMT
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what patch do you have??? you need to have 1.030 or 1.034 to play lan game with a pkg file.

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Wed, 02 Oct 2002 00:09:00 GMT
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Thanks for your help.

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Wed, 02 Oct 2002 00:13:00 GMT
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np

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Wed, 02 Oct 2002 00:19:00 GMT
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?

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Wed, 02 Oct 2002 00:27:00 GMT
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Uhh, Well this Dude Dante Had This Program That Could Do It Or, Somethin...

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Wed, 02 Oct 2002 00:37:00 GMT
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np = no problem.that program might be blazerotate coming to think of it but i'm not sure.

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Wed, 02 Oct 2002 05:07:00 GMT
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Hey one thing at a time now, Im still trying to get 2 textures on it. LOLmaybe you make 3 passes, just my guess.and oh yeah, KANE LIVES!

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Wed, 02 Oct 2002 07:53:00 GMT
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yeah, I want 2 textures for the ground to make it look good, and then a tiberium feild. I dont know how to do it.

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Wed, 02 Oct 2002 08:42:00 GMT
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I have patch 1.034

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Wed, 02 Oct 2002 11:50:00 GMT
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You can't. You'll have to make it two separate materials with the transition in between.So like

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gound1=dirt, ground2=gravel, ground3=tiberiumMesh splits in half. Assign mesh1=g1 w/ g2 and mesh2=g2 w/ g3.

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Wed, 02 Oct 2002 14:03:00 GMT
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And if you apply the black vertices at the center. Then you'll make the opaque material the one that blends the two.

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Wed, 02 Oct 2002 16:59:00 GMT
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Have you tried making sure you internet connection is active before trying a 1 player LAN game?

Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Thu, 03 Oct 2002 22:36:00 GMT
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Oh yeah for the tiberium field"To start, select the faces you want as a field, and then detach them as an element. Once you have detached it as a new element. Make a new material you want for the field."from INGROWNLIPS How to make a C&C Mode level.at http://www.wildfiregames.com/insurrection/cncleveltutorial.shtml

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Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by Anonymous on Sat, 05 Oct 2002 00:45:00 GMT
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You don't need to be connected if you want to play Multiplayer lan.