
Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [WNxCABAL](#) on Sun, 12 Dec 2004 23:35:03 GMT

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All files are there.

The Texture appears in the w3d viewer and the Level Editor, but not in renegade?

Any idea why this is happening?

Cheers,

Andy

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [SuperFlyingEngi](#) on Mon, 13 Dec 2004 02:04:51 GMT

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Likely you incorrectly exported the .tga files, but I don't remember the correct settings.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [flyingfox](#) on Mon, 13 Dec 2004 02:25:37 GMT

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Same thing happens on c&c terrace, probably an incorrect export like you said. I believe it can be fixed by adding the texture to ren/data but the name of it might be taken by something else.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Spice](#) on Mon, 13 Dec 2004 03:33:52 GMT

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No , If you have the map City flyingSE or the other retarded city map , Remove that from your data folder and you will be set to go.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Titan1x77](#) on Mon, 13 Dec 2004 04:14:28 GMT

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SE is fine(thats SGT may's map)

Whoever made "RE" messed with the texture, Remove that map and all maps with the humvee

will appear fine.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Everyone](#) on Mon, 13 Dec 2004 04:47:51 GMT

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Maybe its telling you to add the commando humvee instead.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [WNxCABAL](#) on Mon, 13 Dec 2004 09:34:59 GMT

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So if I was to add the texture to my data directory, it should work fine?

If thats the case, i will add it to the zip.

Cheers,

Andy

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Titan1x77](#) on Mon, 13 Dec 2004 11:35:33 GMT

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Just remove C&C_City_Flying_RE.mix from your data folder

Thats all!

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [WNxCABAL](#) on Mon, 13 Dec 2004 12:05:27 GMT

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I will try that.

If it fails, I will do my original idea

Thanks for your help!

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [WNxCABAL](#) on Tue, 14 Dec 2004 22:16:36 GMT

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Well, Boys & Girls, Children of all ages, I have solved the issue.
In the download of the HumTOW, you just get the TGA files don't you?
Well, Andy here has gone through many, many ways to fix this problem.
I have tried:

- removing any map which contains city (apart from the WW made ones)
- adding the texture files to the data directory
- overwriting the texture files just in case they were corrupt

But the it ocured to me.
WHAT IF the textures were in DDS format?
So I convert the textures.
And Wham Bam Strawberry Jam.
w00t, it now appears in the game.

Let that be a good tip for map making with extra fanmade vehicles:
If your vehicle is black, convert the textures from TGA to DDS!

C Ya

Andy

Subject: HumTOW by SgtMay - Texture appearing as Black?
Posted by [Naamloos](#) on Tue, 14 Dec 2004 22:32:08 GMT
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Black hole hum-vee... preeeeetyyyyyyy

Subject: HumTOW by SgtMay - Texture appearing as Black?
Posted by [Vitaminous](#) on Thu, 16 Dec 2004 03:00:46 GMT
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TFWxANDY, check your private messages please.

Subject: HumTOW by SgtMay - Texture appearing as Black?
Posted by [WNxCABAL](#) on Thu, 16 Dec 2004 03:51:45 GMT
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AprimeTFWxANDY, check your private messages please.
ok

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Everyone](#) on Thu, 16 Dec 2004 05:25:08 GMT

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Andy, could you make two humvees for the map? The commando one for high-end systems and the tow humvee for the low-end or mid-range systems.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Aircraftkiller](#) on Thu, 16 Dec 2004 07:11:34 GMT

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The Commando one was done by Westwood Studios.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [WNxCABAL](#) on Thu, 16 Dec 2004 12:25:53 GMT

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EveryoneAndy, could you make two humvees for the map? The commando one for high-end systems and the tow humvee for the low-end or mid-range systems.

I have an high end system (ish) and it stilll reduces my FPS to a shite level, god knows what it will be like when theres like 5 of them running around the map!

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Deactivated](#) on Thu, 16 Dec 2004 14:36:24 GMT

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AircraftkillerThe Commando one was done by Westwood Studios.

No, it was modeled by Havoc 89 and textured by Genocide.

Of course, if you're talking about the prerelease Humvee for Renegade, it was made by Eric Kearns for Westwood but you already knew that. It wasn't used in Commando.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Spice](#) on Thu, 16 Dec 2004 19:42:02 GMT

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AircraftkillerThe Commando one was done by Westwood Studios.

I thought that didn't sound right. Do you have the boned version of any of the commando vehicles

Seaman?

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Deactivated](#) on Thu, 16 Dec 2004 19:55:06 GMT

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EXdeath71 thought that didn't sound right. Do you have the boned version of any of the commando vehicles Seaman?

Yes.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Spice](#) on Thu, 16 Dec 2004 20:15:00 GMT

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Want to put those up for download It will save time having to bone them later.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Aircraftkiller](#) on Thu, 16 Dec 2004 20:17:51 GMT

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Of course it wasn't used, you squandered it.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Spice](#) on Mon, 20 Dec 2004 00:14:15 GMT

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I used renalert because the characters already have VOP scripts on them.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [WNxCABAL](#) on Mon, 20 Dec 2004 00:32:31 GMT

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Oh ExDeath, that reminds me, I forgot to add you to my MSN..

sorry about that..

do you still need any of those assets?

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Spice](#) on Mon, 20 Dec 2004 02:24:06 GMT

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I posted this in the wrong topics..lol. It was meant to go in the "making driver appear in vehicle" Thread.

TFWxANDY Oh ExDeath, that reminds me, I forgot to add you to my MSN..

sorry about that...

do you still need any of those assets?

EXdeath7 After a little but of searching I found it stashed on my hardrive. Thanks though , I think I'll bone these vehicles and the old renegade ones for in-game use.

The humvee is done also.

I still need the interior textures for the commando Nod supply truck. (I'm doing the commando vehicles first because I have to import the Westwood studios models into gmax. I think some of them are boned anyways.)

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Genocide](#) on Mon, 20 Dec 2004 07:16:14 GMT

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Haha my assets look good, i never got the chance to play with the buggy ingame.

The Commando Assets i did, their for the community to use, remember make sure i get credit!

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Spice](#) on Mon, 20 Dec 2004 09:10:23 GMT

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Genocide Haha my assets look good, i never got the chance to play with the buggy ingame.

The Commando Assets i did, their for the community to use, remember make sure i get credit!

I made all of these whata re you talking about I'll make sure you get credit. I never realized how much you did for commando until I opened the model pack a few months ago. You were 80% of that mod.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Spice](#) on Tue, 21 Dec 2004 06:12:05 GMT

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Genocide , what textured did you use for the interior of the nod cargo truck? I think only you would know. None are applied in the gmax file or W3d file versions.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Spice](#) on Wed, 22 Dec 2004 10:02:45 GMT

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Bump: All commando Vehicles are now boned.

Boned and Final:

Nod Buggy

GDI humvee

Nod Cargo truck

Gdi OrcaLift Truck

Nod Turret

Nod Sam site

I have already started on the older models done by Eric keans (I think he did them all at least). I have the buggy boned but there is a weird bug I'm trying to get help to fix and I have the humvee done.

<http://newhope.conquergaming.com/forums/index.php?showtopic=191&st=30>

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Deactivated](#) on Wed, 22 Dec 2004 11:44:42 GMT

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EXdeath7Genocide , what textured did you use for the interior of the nod cargo truck? I think only you would know. None are applied in the gmax file or W3d file versions.

From what I remember Geno never finished the interior texture.

You should be using Eric Kearns' cargo truck instead because I think it looks better and Genocide's model was more like a placeholder for until I was able to get the real thing from Eric.

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [WNxCABAL](#) on Wed, 22 Dec 2004 12:32:07 GMT

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Ex, can I have a copy of that Hummer & Buggy?
Might include that in Snowfight at last minute

Subject: HumTOW by SgtMay - Texture appearing as Black?

Posted by [Spice](#) on Wed, 22 Dec 2004 19:04:46 GMT

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SeaManEXdeath7Genocide , what textured did you use for the interior of the nod cargo truck? I think only you would know. None are applied in the gmax file or W3d file versions.

From what I remember Geno never finished the interior texture.

You should be using Eric Kearns' cargo truck instead because I think it looks better and Genocide's model was more like a placeholder for until I was able to get the real thing from Eric.

Ok well that leaves everything genocide made for commando boned. I hope you guys like seeing them in-game. I need to fix the nod buggy that Eric Keans made but yout welcome to his hummer and the commando buggy if you want.

Keep in mind after I realease the map I'm using these on (Hopfully have it donw very soon) I'm realease all the boned vehciles I'm using with credits from respected creators. .
