Subject: Material Texture Inconcistency From RenX to Level Edit
Posted by Anonymous on Tue, 15 Oct 2002 00:28:00 GMT
View Forum Message <> Reply to Message

Im brandnew to this, but I've been experementing a bit, and I've run into a snag. When I apply a material to an object (give it a UVW coords modifier, then apply a bitmap based material, as described in the materials tutorial) then export the thing, and load it into the level editor, the object appears in the editor covered in a patern of rainbow colors (well, blue, green, red, brown, and white actualy) rather than covered in the designated map.What am i doing wrong?

Subject: Material Texture Inconcistency From RenX to Level Edit
Posted by Anonymous on Tue, 15 Oct 2002 00:35:00 GMT
View Forum Message <> Reply to Message

Try putting your Targa texture into the mod's EditorCache folder.

Subject: Material Texture Inconcistency From RenX to Level Edit
Posted by Anonymous on Tue, 15 Oct 2002 00:43:00 GMT
View Forum Message <> Reply to Message

Ill give that a shot - i figured it was probly something like that, I've had all sorts of issues with finding files because i didnt install all the stuff on the same drive, but in any case, i didnt even know where to look.Thanks.