Subject: Problems with texture colours in Level Edit
Posted by Anonymous on Sat, 23 Nov 2002 03:46:00 GMT
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Ok, my problem is that I've textured a pipe in a map I'm making with a red texture, however when I look at the level in Level Edit the texture turns blue, this isn't the first time this has happened to me either, another texture had yellow on it but in level edit the colour changed to blue. Does anyone know what is causing this change?

Subject: Problems with texture colours in Level Edit
Posted by Anonymous on Sat, 23 Nov 2002 03:56:00 GMT
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this is weird--are they custom textures?what bit size are they?What are your vertex settings on them?if you want - send me one that is doing this *the texture* so i can test it.stonerook1@hotmail.com

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Subject: Problems with texture colours in Level Edit
Posted by Anonymous on Sat, 23 Nov 2002 04:24:00 GMT
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I got my problem fixed, I had taken the texture from Deus Ex but forgot to copy and paste it to a new image file so it was being saved as 8 bit not 24 bit. So thank you StoneRook as you made me realise that.

Subject: Problems with texture colours in Level Edit
Posted by Anonymous on Sat, 23 Nov 2002 04:37:00 GMT
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thats cool...