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Subject: Ive got an issue.

Posted by [Anonymous](#) on Sat, 23 Nov 2002 13:03:00 GMT

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I went looking for it, I switched it from C&C\_ to Mod Package, and its still not there...

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Subject: Ive got an issue.

Posted by [Anonymous](#) on Sat, 23 Nov 2002 13:52:00 GMT

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quote:Originally posted by caranto5:When i export my map as a Mod Package then try to go find it in Renegade its not there. Yes its in the right Dir.Also, when alpha blending. When i load the w3d of the level in Commando, the whole plain thats blended is black. The textures are in the folder with the w3d too.You must save the level - then export as the mod package-when in lan mode - go to the map selection - pick mod and you should see your level.with the a/b --- make sure the texture that you have a/b has the valpha w3d option selected before you export it.

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Subject: Ive got an issue.

Posted by [Anonymous](#) on Sat, 23 Nov 2002 14:13:00 GMT

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when exporting save in therenegade data folder, in the right format, in the save as dropdown menu when u save it there, it might be in the wrong format.

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Subject: Ive got an issue.

Posted by [Anonymous](#) on Sat, 23 Nov 2002 14:19:00 GMT

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You expect to see a .pkg in the maps list? If it's .pkg and it's on Renegade\Data folder, then just click on "Mod Package" and select your .pkg file.

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Subject: Ive got an issue.

Posted by [Anonymous](#) on Sat, 23 Nov 2002 15:18:00 GMT

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I know theres a Mod Package tab to switch. Just when i saved i never saw it there. Thanks for help guys.I have the VAlpha tab checked and still the texture comes up black. [ November 23, 2002, 15:19: Message edited by: caranto5 ]

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Subject: Ive got an issue.

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Posted by [Anonymous](#) on Sat, 23 Nov 2002 21:19:00 GMT

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Did U do Light Solve? and what setting do U have for the Material editor of the BLaack Texture? I think its important that pass1 have the right opaque/transparent ect... settings and the shadder color and a bunch of crud I know nothing about.(never can get Vertex paint working right, I too Stupid. LOL)

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Subject: Ive got an issue.

Posted by [Anonymous](#) on Sun, 24 Nov 2002 00:32:00 GMT

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When i export my map as a Mod Package then try to go find it in Renegade its not there. Yes its in the right Dir.Also, when alpha blending. When i load the w3d of the level in Commando, the whole plain thats blended is black. The textures are in the folder with the w3d too.

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Subject: Ive got an issue.

Posted by [Anonymous](#) on Sun, 24 Nov 2002 00:42:00 GMT

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If you export it you must choose it as a Mod-pakage. its possible to convert it to mix, just chearch the Forum for that.The Second zthing is quite easy. Just do Light solve in the Lighting menue.thats it!

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Subject: Ive got an issue.

Posted by [Anonymous](#) on Sun, 24 Nov 2002 05:00:00 GMT

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Yeh, make sure both passes on the material are set to white, not black in the vertex shader.If it still comes up black, add a few lights near it using lightscape import, and the compute vertex solve.

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Subject: Ive got an issue.

Posted by [Anonymous](#) on Sun, 24 Nov 2002 07:28:00 GMT

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Sweet, thanks.

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