Subject: LevelEdit trying to Run in 640 x 480 !?!
Posted by Anonymous on Tue, 21 Jan 2003 08:15:00 GMT

Whenever I load up LevelEdit my resoloution changes to 640 x 480 and crashes LevelEdit, I am running Windows 98se in 1024 x 768. I have tried reinstalling it completely and reinstalling but still it dosen't work properly.Any ideas anyone ?Thanks,--Shaun--

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Subject: LevelEdit trying to Run in 640 x 480 !?!
Posted by Anonymous on Tue, 21 Jan 2003 08:59:00 GMT

Does anyone know how to get a chrome effect on the textures

Subject: LevelEdit trying to Run in 640 x 480 !?!
Posted by Anonymous on Tue, 21 Jan 2003 09:17:00 GMT

Not sure but if you play around with the mipmaps of a chrome type texture i'm sure you'll get the effect of it shining as you move closer or futher to it. This could give a good effect. The texture would have to be in DDS format though and not TGA. I'm sure you could figure something out.

Subject: LevelEdit trying to Run in 640 x 480 !?!
Posted by Anonymous on Tue, 21 Jan 2003 13:38:00 GMT

Drivers? That is the only thing I can think of that would change your resolution down.

Subject: LevelEdit trying to Run in 640 x 480 !?!
Posted by Anonymous on Tue, 21 Jan 2003 14:20:00 GMT

I've tried the Latest Drivers, and Latest Direct X, but still dosen't work. It's worked perfectly fine before.

Subject: LevelEdit trying to Run in 640 x 480 !?!
Posted by Anonymous on Wed, 22 Jan 2003 00:52:00 GMT

Upgrade OS?