
Subject: whats with the black stuff?

Posted by [Anonymous](#) on Wed, 22 Jan 2003 13:04:00 GMT

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wrong dds formatcheck in XCC to double check the DXT format, either DXT1, DXT3, DXT5

Subject: whats with the black stuff?

Posted by [Anonymous](#) on Wed, 22 Jan 2003 13:52:00 GMT

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Post a screenshot of the problem.

Subject: whats with the black stuff?

Posted by [Anonymous](#) on Thu, 23 Jan 2003 00:28:00 GMT

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Argh this is annoying. I'm trying to texture anything but it shows up black unless i rotate it so its not flat. Then the texture shows up fine. Anybody know why its being crappy?

Subject: whats with the black stuff?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 13:03:00 GMT

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if u did alpha blend go to the w3d settings and check the VAlpha box [January 24, 2003, 13:03: Message edited by: mike9292]

Subject: whats with the black stuff?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 13:06:00 GMT

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the links dont work im guessing u mean a plane for a map

Subject: whats with the black stuff?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 17:21:00 GMT

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goto the texture settings, check "Display"

Subject: whats with the black stuff?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 22:35:00 GMT

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It looks to me that the lighting is shading it too dark for you to see the textures. You can do 2 things to fix this. 1. Hit the "Views" menu, go to background settings, and turn the ambient light to grayish rather than black. 2. Right click on the viewport label, hit the display settings and change the lighting settings to 2 lights instead of the 1 light method that Gmax defaults to.

Subject: whats with the black stuff?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 00:57:00 GMT

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Here's 2 screens of a basic

plane. <http://uk.geocities.com/sosammo/wpe3.gif> <http://uk.geocities.com/sosammo/wpeF.gif> . . .

do they work?
