
Subject: Stragne texture problem
Posted by [Viking](#) on Tue, 08 May 2007 07:13:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have a model, I put a texture on it (its a .jpg) and when I export and and try to look at it in W3D view it shouls the WW symbol and not the texture?

The texture and the W3D are in the same folder and it says "No missing textures" when I click that button??

WTF?

Subject: Re: Stragne texture problem
Posted by [Zion](#) on Tue, 08 May 2007 07:18:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

The w3d engine only likes .tga and .dds files as its texture files.

.jpg files won't work. Convert them to targa files or dds files to make 'em work.

Subject: Re: Stragne texture problem
Posted by [Viking](#) on Tue, 08 May 2007 07:23:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok ill try.

EDIT

No still not working, I have it as .dds .tga and .jpg???

WHAT THE FUCK?

Subject: Re: Stragne texture problem
Posted by [Dreganius](#) on Tue, 08 May 2007 08:13:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

are you able to use both a .dds AND a .tga? as Mero DID say or... but idk just a suggestion...

Subject: Re: Stragne texture problem
Posted by [Ryu](#) on Tue, 08 May 2007 10:42:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah, the .DDS and targa need alpha layers (So i believe.)
