Subject: problem with weapon
Posted by JsxKeule on Sun, 30 Aug 2009 18:23:48 GMT

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hey i got a problem with a weapon
a friend of me made a sniper rifle
in his game it looked pwnage
and in my w3d viewer too
but in my ren it looks not that good
Toggle Spoiler

anyone know how to solve that problem??

File Attachments
1) snip w3d.jpg, downloaded 588 times

File View Object Emitters Primitives Sound Hierarchy Lighting Camera Background Movie Help

- Materials
- Mesh
- Hierarchy
  - F_GM_RIFL
- H-LOD
- Mesh Collection
- Aggregate
- Emitter
- Primitives
- Sounds

Object controls

2) snip.jpg, downloaded 599 times

Subject: Re: problem with weapon
Posted by ErroR on Sun, 30 Aug 2009 18:30:56 GMT
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laser?

Subject: Re: problem with weapon
Posted by JsxKeule on Sun, 30 Aug 2009 18:33:38 GMT
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too but look at the texture

Subject: Re: problem with weapon
Posted by ErroR on Sun, 30 Aug 2009 18:35:13 GMT
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try to reimport and retexture it

Subject: Re: problem with weapon
Posted by JsxKeule on Sun, 30 Aug 2009 18:41:28 GMT
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when i retexture it then the texture appears in renx but ingame it still looks the same

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Subject: Re: problem with weapon
Posted by ErroR on Sun, 30 Aug 2009 18:48:41 GMT
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no idea really

Subject: Re: problem with weapon
Posted by GrimmNL on Sun, 30 Aug 2009 21:08:55 GMT
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are you sure all your graphicsettings are turned up?

Subject: Re: problem with weapon
Posted by renalpha on Sun, 30 Aug 2009 22:46:03 GMT
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renhelp.net the answer to all your questions.

Subject: Re: problem with weapon
Posted by Gen_Blacky on Mon, 31 Aug 2009 02:07:26 GMT
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renalpha wrote on Sun, 30 August 2009 17:46renhelp.net the answer to all your questions.

what renhelp.net , its gone

Subject: Re: problem with weapon
Posted by FeaR on Tue, 01 Sep 2009 22:25:33 GMT
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Gen_Blacky wrote on Sun, 30 August 2009 21:07renalpha wrote on Sun, 30 August 2009 17:46renhelp.net the answer to all your questions.

what renhelp.net , its gone

there is a new renhelp

http://renegadehelp.net

Subject: Re: problem with weapon
Posted by Gen_Blacky on Wed, 02 Sep 2009 00:14:31 GMT
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Spacer wrote on Tue, 01 September 2009 17:25Gen_Blacky wrote on Sun, 30 August 2009 21:07renalpha wrote on Sun, 30 August 2009 17:46renhelp.net the answer to all your questions.

what renhelp.net , its gone

there is a new renhelp

http://renegadehelp.net

I demand old be put back up lol

Edit:

Back on topic

are you using tga or .dds format

Subject: Re: problem with weapon
Posted by JsxKeule on Wed, 02 Sep 2009 04:35:58 GMT
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its a tga format
and i sent the weapon to anothre friend and its working on his pc

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Subject: Re: problem with weapon
Posted by Gen_Blacky on Wed, 02 Sep 2009 05:53:50 GMT
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try changing your renegades light settings or texture filter in wwconfig.exe. If that don't work try resaving the texture as a 24 bit .tga or what ever.

Subject: Re: problem with weapon
Posted by Dreganius on Wed, 02 Sep 2009 12:45:54 GMT
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It was only a matter of time before someone asked this:

Will this be released?

Subject: Re: problem with weapon
Posted by CarrierII on Wed, 02 Sep 2009 14:03:35 GMT
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Have you got some files of the same name causing it to load the wrong textures?

Subject: Re: problem with weapon
Posted by JsxKeule on Wed, 02 Sep 2009 14:39:38 GMT
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nope nothing
its everything ok
there should be no failure

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cause it loads for everyone else

Subject: Re: problem with weapon
Posted by Gen_Blacky on Wed, 02 Sep 2009 21:39:22 GMT
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try using a .dds

Subject: Re: problem with weapon
Posted by JsxKeule on Thu, 03 Sep 2009 04:20:38 GMT
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hmm cant save the texture as a dds file
500 messages

Subject: Re: problem with weapon
Posted by Gen_Blacky on Thu, 03 Sep 2009 04:55:09 GMT
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texture size needs to be the same width and height

Subject: Re: problem with weapon
Posted by JsxKeule on Thu, 03 Sep 2009 13:38:05 GMT
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hmm strange now it works xD

Subject: Re: problem with weapon
Posted by Vaati19 on Thu, 03 Sep 2009 13:39:44 GMT
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looks nice