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Subject: Model Help

Posted by [wubwub](#) on Mon, 20 Sep 2010 21:35:33 GMT

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The textures for my model (.tga textures) are perfect when i add them to the model in RenX.

But as soon as i export the model, the textures get all color disoriented in W3d view and ingame.

The model is a weapon;

i don't know how to fix this, any help?

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Subject: Re: Model Help

Posted by [SSIDJTHED](#) on Mon, 20 Sep 2010 23:09:10 GMT

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Do you have any screenshots?

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Subject: Re: Model Help

Posted by [wubwub](#) on Tue, 21 Sep 2010 00:42:58 GMT

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That is suppoed ot be black and red but its gets all color disoretet and becomes blue.

sam with others, such as the barrle has traces of purple in it and green in other places.

it does NOT look like that in renX.

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Subject: Re: Model Help

Posted by [Reaver11](#) on Tue, 21 Sep 2010 06:16:46 GMT

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Toggle Spoiler

Check the bottom left picture.

Looks famaliar that gun

Good to see it inspires people.

If you still have the donor rifle then check the settings for the end parts of the 'sludge' containers.

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It's a texture with alpha layers.

As you will see in the picture you can see the sludge through it.

-> You should set the shader of that texture to 'alpha test' then it should work.

Also put the muzzle bone more to the front of the rifle now it looks as if the beam is coming totally from the back.

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Subject: Re: Model Help

Posted by [wubwub](#) on Tue, 21 Sep 2010 19:28:42 GMT

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Thx reaver

it worked perfectly.

turns out All the textures were alpha lol,

the gun is actually merges with the beta rail gun and i added some touches to it

imo, it turned out very nice!

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Subject: Re: Model Help

Posted by [Reaver11](#) on Tue, 21 Sep 2010 22:49:01 GMT

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I did like to see the finished product

I never thought about combining those two rifles as I was just reproducing them from screensys.

Btw wouldnt the gun suit the railgun better then the pic because of the laserbeam color? Since the pic beam color cant be modded :/

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Subject: Re: Model Help

Posted by [wubwub](#) on Tue, 21 Sep 2010 23:25:45 GMT

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Those red textures and screen are animated.

I made really for an obelisk gun model cause the server i have been plaiying in lately uses that a lot

thats why its red btw

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Subject: Re: Model Help

Posted by [HaTe](#) on Wed, 22 Sep 2010 00:13:48 GMT

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That's actually really freakin' cool looking. Is it released somewhere? I'm normally not a model person, but only play for fun anymore anyway.

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Subject: Re: Model Help

Posted by [wubwub](#) on Wed, 22 Sep 2010 00:34:16 GMT

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I can release it, ill do so now.

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