Subject: Quick question about W3D viewer
Posted by Lazy5686 on Sun, 11 Aug 2013 20:10:12 GMT
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It's my first time really messing with the program.
All I'm trying to do is create a sphere and export it for use as a projectile.

I set the size, give it a .tga texture and then try to export it but it is showing up invisible in game.

Subject: Re: Quick question about W3D viewer
Posted by Jerad2142 on Mon, 12 Aug 2013 01:10:55 GMT
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Lazy5686 wrote on Sun, 11 August 2013 14:10It's my first time really messing with the program.
All I'm trying to do is create a sphere and export it for use as a projectile.

I set the size, give it a .tga texture and then try to export it but it is showing up invisible in game.
Alpha channel on the texture or none? Its not super huge or something is it, because if it were bigger than, lets say, the map, you'd never see it or too small etc.

Also make sure the speed is less than 400m/s, if its greater or equal to that it'll be invisible.

Subject: Re: Quick question about W3D viewer
Posted by Lazy5686 on Mon, 12 Aug 2013 03:03:24 GMT
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As it would turn out using an alpha channel and forgetting to have LevelEdit include the texture in the .mix will cause the object to be invisible.