Subject: problem
Posted by Fabian on Fri, 25 Apr 2003 22:07:19 GMT
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i know its been said before, but i cant find the thread...

when i open up a saved level in commando, all the alpha blending is screwed up--the pass 1 texture is all over the material and the pass 2 texture is black. i know there is a way to fix it b/c ziegler digital said it could be done. how do i get it back to normal?

Subject: problem
Posted by blaxsaw on Fri, 25 Apr 2003 23:13:15 GMT
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Are you using custom textures? If so make sure they are in .tga format and that their dimensions is a power of 2. Also make sure they are in the editor cache folder. Vertex alpha ('Valpha') msut be enabled on the mesh

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Subject: problem
Posted by Fabian on Fri, 25 Apr 2003 23:56:10 GMT
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its not that--the first time i import it to commando, everything is fine. say i place a few trees, then save the level. when i open the level again, the alpha blending is THEN screwed up.

Subject: problem
Posted by SomeRhino on Sat, 26 Apr 2003 05:35:58 GMT
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Change the ambient and diffuse light settings on pass 2 to white.

Subject: problem
Posted by laeubi on Sat, 26 Apr 2003 08:08:29 GMT
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Plain and simple: Lightening -> compute vertex solve