

Advanced Editing

RGB Texture Files - I can't import a vrml model that has RGB texture maps, I get the error "java.lang.NullPointerException".

Live 3D CX does not understand .rgb files, you have to use .jpeg which means that you need to modify the WRL file to point to the jpeg version. Open the .wrl file in any text editor - do not use a word processor, use a text editor program - and find the section of code at the end of the file which looks like this:

Example source:

```
appearance Appearance
{
material USE lambert2_0
texture ImageTexture
{
url "untitled_file2.rgb"
repeatS TRUE
repeatT TRUE
}
textureTransform TextureTransform
{
rotation 0.000000
scale 1.000000 1.000000
translation 0.000000 0.000000
}
}
```

change the line which reads

```
url "untitled_file2.rgb"
```

to read

```
'url "Picture 2.jpeg"'
```

and the image map will be read into the program.

Unique solution ID: #1149

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