Subject: Help with plants.
Posted by Anonymous on Tue, 21 Jan 2003 15:26:00 GMT

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quote:Originally posted by ekearns: quote:Originally posted by ApacheRSG:But NameHunter always takes cookies that I get   It involves using the alpha channel in a texture on a flat plane so the texture is see through in some places...Are you asking "how" to make plants or how to bring them into the editor as objects?Right, I should read posts, just make a cross of two planes turned on their x or y axis 90 degrees then given two side w3d settings, texture it and enable the alpha blending channel setup, which I don't know off the top of my head, then export as renegade terrain and add it into the level as a tile.