
Subject: Alpha blending.....

Posted by [Anonymous](#) on Wed, 15 Jan 2003 06:40:00 GMT

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quote:Originally posted by Gernader8:Oh I see my problem. I think the metal I was trying to use for my ventilation/mine shaft is not a multi-pass material...Anyway that I can set it to be a multi-pass material.If your getting errors about materials having to be the same number of passes, then you have different materials combined into multi-materials. Multi-materials are different from a single multi-pass material. RenX will sometimes toss your materials into a blender and spit out a multi-material while you're attaching objects. Try to create a new material, change it's pass count to two and work the alpha-blending from there, and you should have no problems.
