
Subject: can u have more than 2 passes and different materials on all
Posted by [Anonymous](#) on Tue, 07 Jan 2003 11:16:00 GMT

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the reason: most hardware doesnt support more then 2 layers per object that is rendered. if u want more, Renegade's engine MUST render the same object 2x, with alphablending for the second pass (in code that is). but u cant tell it to perform real multirender passes... so make 2 objects
