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Subject: My new map, Screenies.

Posted by [Anonymous](#) on Thu, 26 Dec 2002 10:55:00 GMT

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I believe this is explained in ren-help but if it isnt heres how:select the object and press m. Specify the name of the material in the box provided and change the pass count to 2. On pass 1 select the texture which will be blended. if you were making a snowy map with a dirt road you would select the dirt texture. check the box called 'stage 0 mapping'. next go to pass 2 and selec the backround texture used . If you are using the example above you would use a snow texture. click the display button and then go to the shader tab. were it says 'opaque' change it to alpha blend.Apply the vertex paint modifier and paint the area wwre you want the blended texture to show through. Use black vertex paint and click 'vert colour' so that you can see the vertex paint. if you make a mistake either undo it using ctrl+zor paint over it with white vertex paint. On W3D properties check 'valpha' and then export. View the results in the w3d viewer

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