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Subject: whoops!

Posted by [Anonymous](#) on Thu, 19 Dec 2002 19:25:00 GMT

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make your texture with a good program like JASC or Adobe, then set the Alpha channel with the paint tool it uses. thats the data that tells it a section is transparent or glows or whatever.then I think u have to tell GMAX that the material is a Valpha or something.

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