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Subject: Transparent textures

Posted by [Anonymous](#) on Fri, 22 Nov 2002 08:48:00 GMT

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sure i will, Just get a program where you can make .TGA graphic files (like adobe photopaint). Open your texture or make your own, make sure what you want to be invisible is colored perfectly black, then use the select tool to select all the areas that you want visible\*. then save as a TGA file.\*make sure you save it with areas selected.then when in renegade make sure the object that u use this texture on has these settings: in w3d=valphain materials, make sure you go to shader tab and set blend mode to alpha blend.Others may say different but this ALWAYS works for me. [ November 22, 2002, 08:51: Message edited by: DeafWasp ]

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