Subject: glass maing 5* question
Posted by Anonymous on Sat, 04 Jan 2003 22:30:00 GMT

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quote:Originally posted by Seth(LOST PASS):and YSLMuffins wrote this on how to make it transparent'First, add your UV mapping and what nots.Second, select the thing to be your glass and hit 'M.' The properties tab doesn't matter much but change the settings if you desire.On the Pass 1 tab, hit 'Vertex Material'.Under the 'Stage 0 Mapping' box change the Type from 'UV' to 'Environment'.Next, on the 'Shader' Tab change the blend mode to 'Add'.Then on the 'Textures' tab, change the texture to 'ref_reflect2.tga'. Apply the texture and close the Material editor.Now, right click your window and hit 'Properties.' Under the 'User Defined' tab, add "LVSMaterial1 = glass" without the quotes. Hit Ok.Finally, keep your window selected and to go 'W3D Tools'. Under 'Geometry Options', select 'Shatter', and under 'Collision Options' select 'Physical', 'Projectile', and 'Camera.'Voila, you're done.'Does this make the glass transparent?