Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 12:21:00 GMT
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I thought that is what they were gonna do (I really hope so). As for Alpha Blending, yes I did get it working, what part are you having trouble with (a couple things I noticed: Sometimes you have to alternate between the vertcol and shading button before you are able to paint the vertices, in RenX, you will not see result of the alpha blending, only the shading of the vertices... make sure you have Projectile, Collision, Camera, and VAlpha checked off on W3D Tools). Quickest way to see reult is to use W3D Viewer, rather than loading into the level editor (make sure you have your texture paths setup correctly in W3D Viewer, or you will not see any textures).