
Subject: Making A Texture Alpha-Blend

Posted by [Sanada78](#) on Sat, 24 Jul 2004 02:08:52 GMT

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I'm trying to make some textures that will use alpha-blending to make parts of the textures "see-through". A good example of the texture I'm using is mnt_bckdrp1.tga. I made my texture similar to that one but it doesn't alpha-blend the same way. In fact, it just looks like a normal opaque texture.

Here's a preview of the texture I'm trying to alpha-blend.
