
Subject: Alpha blending textures

Posted by [JeepRubi](#) on Thu, 15 Sep 2005 22:05:38 GMT

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Im making a map and in trying to alpha blend some textures i follow the tutorial on www.renhelp.co.uk exactly but every time i export it to level edit it is perfectly black and the only way i can see anything is to convert it to mesh.
Can anyone help?
