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Subject: Detachment question in renx

Posted by [blaxsaw](#) on Sun, 01 Jun 2003 11:35:30 GMT

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As far as i know you cannot do three way blends. but you can use two seperate alpha blends instead. When you assign a material to an object it can only have one surface property for everthing using that material. So if you blend a dirt texture with a tiberium one you have to decide whether you want the surface to be dirt or tiberium. You cant have halve and half.

Create your tiberium field and give it a simple 1 pass tiberium texture with tiberium set as its surface property. Then create a thin border going round your tiberium field. This border should be a separte mesh. Give it a 2 pass material with dirt set to be a background texture and tiberium blended over.

The surface property of this material should be set to dirt.

By this method, the edges of the tiberium field will blend with the dirt .

The dirt will not harm the player like the tiberium will. The tiberium on the edge of the tiberium field will is used to blend the textures together and will not harm the player. Therefore you should keep this border small or the player will have to work out where the real tiberium is (the tiberium that hurts them)

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