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Subject: Re: Modeling Help Plz

Posted by [Jerad2142](#) on Sun, 26 Nov 2006 18:58:23 GMT

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I have been modeling renegade for a few years now, and I have not heard of any way to import .w3d models so they keep their textures. You do have to re-texture the model.

As for the transparencies, if you set the blend (in the shader option in RenX) to "add" or "screen" black will be completely transparent (but then the entire texture becomes see-through). Now if you only want black to be transparent you will need a program call "paint shop pro." you will need to set then transparent color to black in this program. Then save it as .tga.

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