
Subject: Re: weapon replacements for renegade
Posted by [Jerad2142](#) on Mon, 26 Feb 2007 01:26:04 GMT
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Step one Select Vertex Paint in the modifier List, then click the "VertCol" and "Shaded" Buttons. Click the brush and select a color (darker make the first material more opaque).

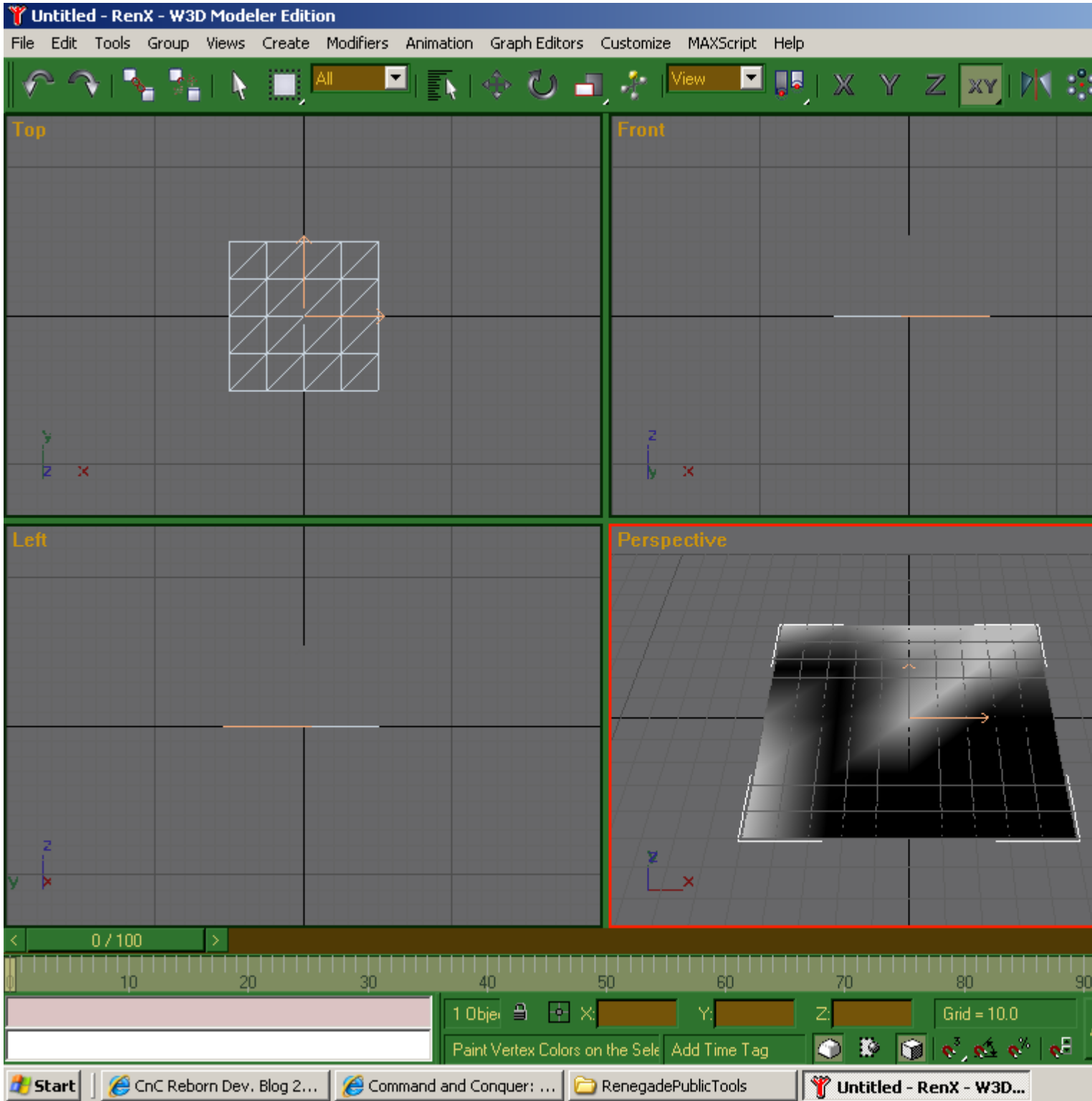
Second Make the texture and give it two passes:

For the first change nothing but the texture (this will be the black color).
For the second pass change the shader to alpha blend:

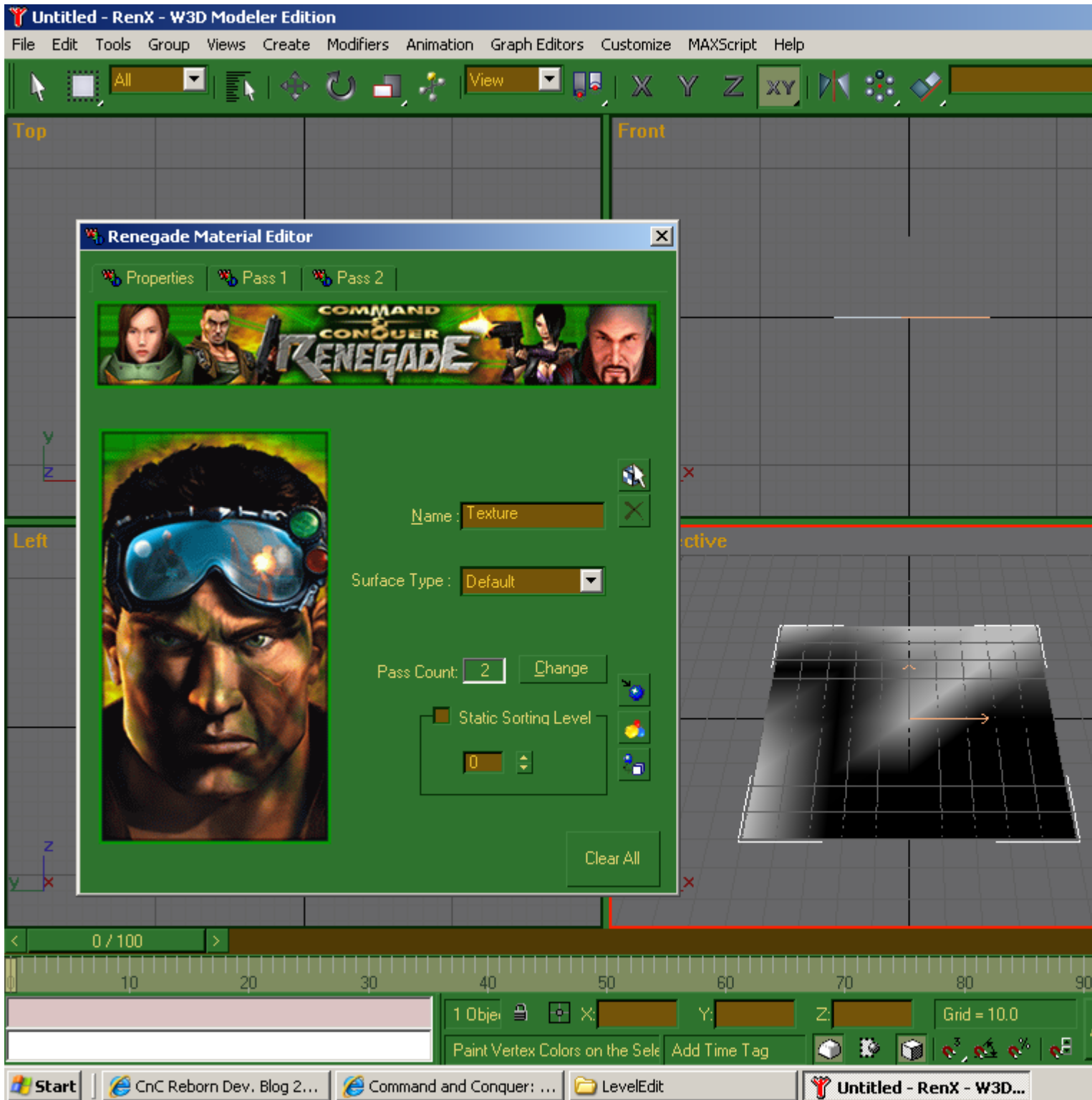
And give it what ever texture you want (this will be the white color, so check display).
I remember my first 13 mods none of which had blended textures (all I had was dial up so I did not bother with forums).
So if you have any other question ask and I will help you out.

File Attachments

1) [Step1.png](#), downloaded 1167 times



2) [Step2.png](#), downloaded 1149 times



3) [Step3.png](#), downloaded 1146 times



Top

Front

Renegade Material Editor

Properties Pass 1 Pass 2



Vertex Material Shader Textures

Blend

Blend Mode: Alpha Blend

Custom

Src: Src Alpha Dest: 1-Src Alpha

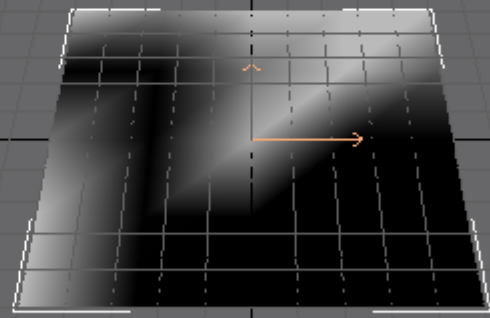
Write ZBuffer Alpha Test

Advanced

Defaults	Pri Gradient: Modulate	Sec Gradient: Disable
Depth Cmp: Pass LEqual	Detail Color: Disable	Detail Alpha: Disable

Left

Active



0 / 100



1 Object X: Y: Z: Grid = 10.0

Paint Vertex Colors on the Sele Add Time Tag