
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).

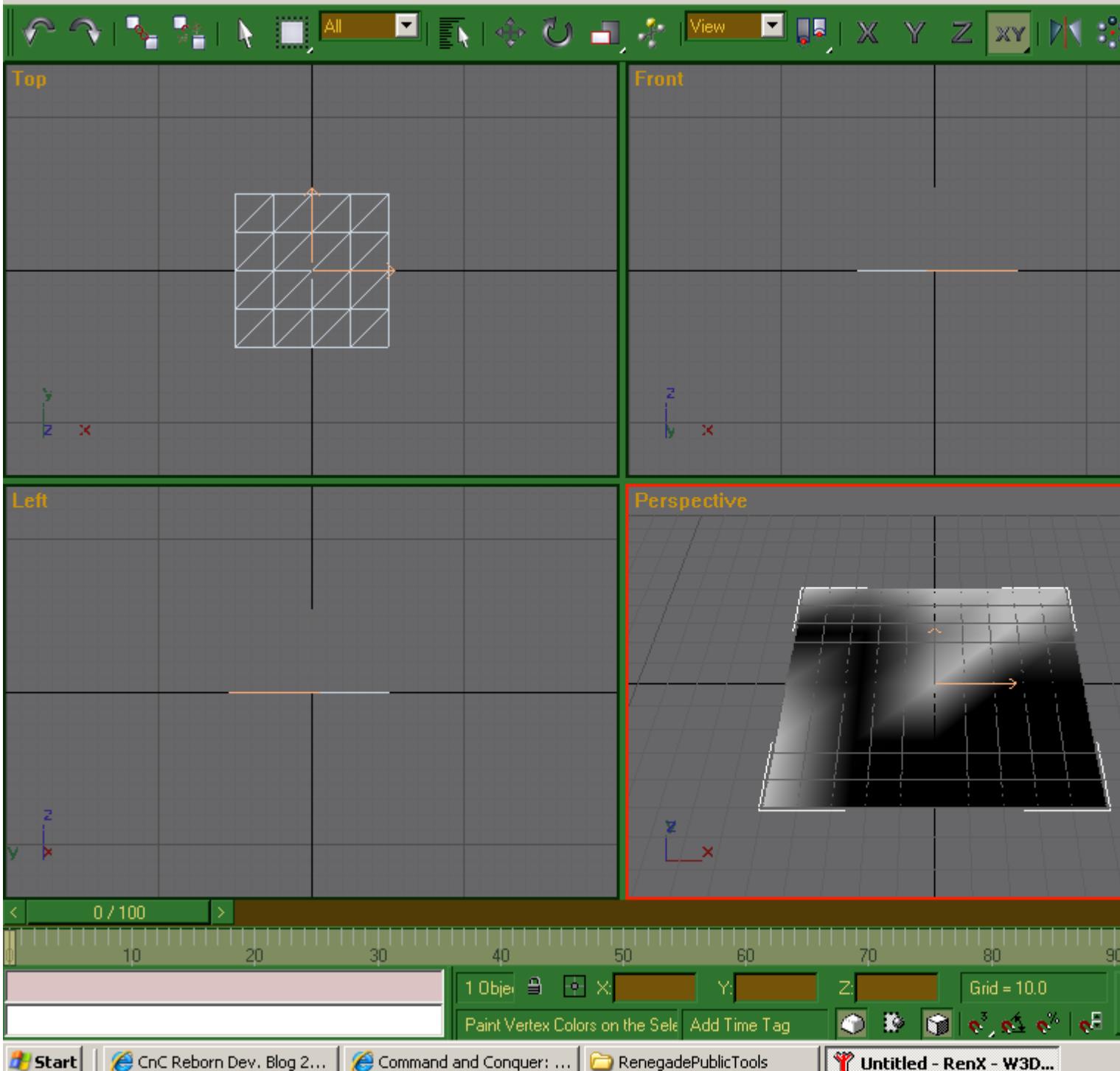
So if you have any other question ask and I will help you out.

File Attachments

1) [Step1.png](#), downloaded 1036 times

Untitled - RenX - W3D Modeler Edition

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2) Step2.png, downloaded 1026 times

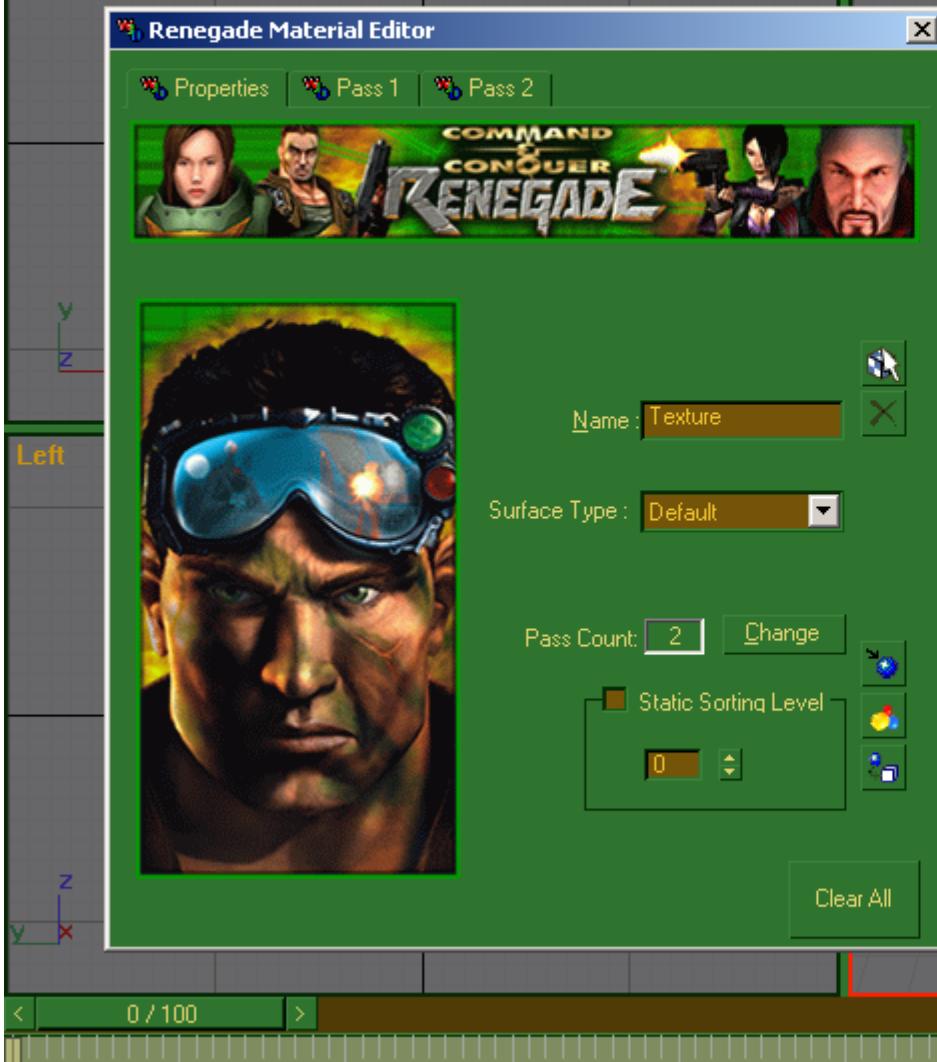
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Top

Front



Left

active

Y
Z
X

X
Y
Z



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3) Step3.png, downloaded 1021 times

